

THE UNOFFICIAL PUBLICATION FOR PLAYSTATION MANIACS  
EXCLUSIVE PREVIEW - FINAL FANTASY VII

# PSX

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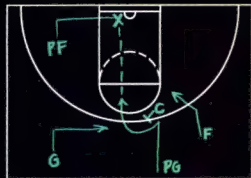
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# 7 GAME

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**T**he flow of PlayStation games is finally moving again. Coincidentally, it occurs at the same time that Nintendo announced it will delay its 64-Bit system until September.

PlayStation gamers like myself have not enjoyed the lull in titles released between January and March. Before Christmas, gamers bought everything that appeared on store shelves. But when news of the Nintendo 64 surfaced, it seemed Sony was running scared. Sony wanted to hold onto titles until after the Nintendo 64's scheduled U.S. launch at the end of April, rather than continue with a business-as-usual philosophy.

We've also heard Sony has rejected some 32-Bit versions of 16-Bit games because there is nothing new in these games. This is not a good excuse. As of press time, Sony had not approved licenses for games like Ocean's *Worms* and *Earthworm Jim 2*. Titles like these would push the system the entire year and keep a steady flow of quality games in the marketplace.

A good number of third-party developers have been

frustrated and stunned by some of Sony's tactics. Frustrating the third-party development community isn't a good idea, because before long some upstart developer with a great gaming concept won't even approach Sony because they have a reputation as being hard to get along with.

Don't get me wrong: Quality assurance is a good thing, but being too choosy or picky can be counter-productive.

The PlayStation will be a success, there will be a market for CD-based games and gamers will support it—but only if there's a steady flow of top-quality software, not a row of flaming hoops that licensees must jump through before making a game. The PlayStation will be viable for many years to come. Sony needs to relax, take a deep breath and conduct their business the way they did last September to December.

As the only quality PlayStation magazine available, we'll continue to offer exactly what you've entrusted us to show you: the games!

**Todd Mowatt**  
**Editor in Chief**

# CONTENTS

- 10 Going Postal  
18 P.S.X. News  
26 P.S.X. Rated  
36 Now Playing  
D, Resident Evil, Casper  
46 Under Construction  
Project Overkill, FF VII  
58 Xclusive  
Meet Return Fire's Maestro  
64 Return Fire Strategy  
Top-Secret Military Tactics  
68 Alien Trilogy Strategy  
An In-Depth Survival Guide  
74 Doom Strategy  
Hidden Levels Revealed  
78 Tricks of the Trade



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# GOING POSTTAIN

## Dear P.S.X.,

I've saved up all the money that I need to buy a PlayStation or a Saturn and would like some advice as to which system I should buy. I'm even considering waiting and seeing what the Nintendo 64 has to offer.

**Richard Fong**  
 Fargo, ND

Your question is a good one, but not one that is all that easy to answer. A few months ago, you probably wouldn't even be asking this question. Recently Sony has had a lull in the number of new games it has released. At the same time, Sega is making up ground on Sony by releasing some awesome games such as *Virtua Fighter 2*—and many more new titles are in the works. The best advice I can give is to take some of your money and rent each system on alternating weekends with a few games. See what system has the most to offer you and buy the system that impresses you the most. Both systems will do well this year, and now that *Final Fantasy VII* is coming for the PlayStation, the race is heating up once again.



**"Final Fantasy VII is coming for the PlayStation and that will make things very interesting"**

## Dear P.S.X.,

I have just received a PlayStation as a gift along with the game *Tekken* and it is one of my favorite games. I enjoy playing it by myself or with my cousins and friends. I was wondering if the PlayStation would be coming out with a *Tekken 2* so I can keep enjoying the game after I have beaten the original *Tekken*.  
**Pasquale Scotti**  
 Bayside, NY

*Tekken 2* is scheduled to be released in the third quarter of this year. We had an exclusive preview in the

March issue of P.S.X.

Here's some more information we've come across since then: *Tekken 2* will have all-new rendered backgrounds, new moves and new characters. The new characters include: Lei Wulong, an Oriental character in suspenders with many different types of kicks in his arsenal; Jun Kazuma, a lady in a white dress with a number of killer punching combos; and Heihachi, the Boss from *Tekken* who was defeated by his son Kazuya. You may have heard that to defeat Heihachi, Kazuma made a deal with the Devil to gain power. The Devil appears in *Tekken 2* after you beat Kazuya for the first time. As far as the Bosses go, there's Bruce, a huge Thai-boxer; Baek, a Korean fighter with awesome punch-and-kick combos; as well as Alex and Roger. Alex is a boxing T-Rex and Roger is a boxing kangaroo. This time Devil is a winged creature that flies and fires lasers from his eyes. Yoshimitsu has a mask on and is missing his right arm, which has been replaced with a cybernetic arm that has plenty of power. We can't wait either until *Tekken 2* is released for the PlayStation. Start looking for it in early September.

## Dear P.S.X.,

I'm a big fan of *Toshinden* and I recently heard that *Toshinden 2* is coming out. I called Sony and they said they are not bringing out *Toshinden 2*. If they're not bringing it out, who is and when will it be available?  
**John Clarke**  
 New York, NY

Let me help you get the *Toshinden 2* story straight as it is confusing. The big mix-up comes from the fact that Sega got the rights to *Toshinden S* for the Saturn. Playmates obtained the rights for *Toshinden 2* for the PlayStation instead of Sony Computer Entertainment for whatever reason. The game is scheduled for release sometime in May. Takara of Japan created the sequel, which is set apart from the original game in several aspects. Each character has been rendered in greater detail, so much that you can see the well-defined muscles in Sofia's back, for instance. As for gameplay, the control has been refined; the fireball motions allow you to rotate around your opponent. More attacks and new combos also await you.



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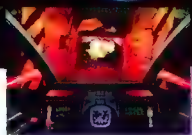
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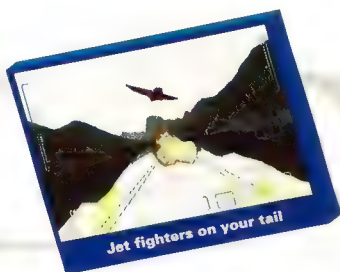
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**P.S.X.**  
Going Postal  
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## Dear P.S.X.,

I have been reading your magazine since the first issue and I have enjoyed it a lot. I recently bought a PS and I'm having fun with it. My friends and I are shooter-fan freaks. I bought Raiden Project, Philosoma and Viewpoint. My question is: Is the PS going to have a shooter title called Aero Fighter or any other SNK shooters, and are any new shooting games coming out?

**Louis Nguyen**  
Claremore, OK

As for shooters, Konami is bringing out a Virtua Cop-type game called Horned Owl in June, and FOX Interactive will be releasing Die Hard Trilogy anytime now. To give the shooting games more life, Konami has released a gun in Japan for the PS called the Hyper Blaster. There has been no official word if the light gun will be released, but Horned Owl will be released, however. Some insiders are suggesting that if and

when the gun does come out here, it will be sold with Horned Owl for \$69 to \$89. If the gun does surface, it will work with other PS shooting games.

## Dear P.S.X.,

It's been about a month since I bought my PlayStation and have come upon a very unfortunate situation: My demo disc was stolen! I would like to know if it's possible to somehow buy a new demo disc or a new updated one with newer games on it?

**Jonathan Superville**  
Roxbury, MA

**"To get a new demo disc for \$4 call 1-800-345-Sony (7669)!"**

Sony does have a new demo disc in the works. Anyone wanting one of these new discs can call (800) 345-SONY (7669) to order one for \$3.95 plus

shipping and handling. As for the first demo disc, I'm not sure if Sony has any of the old ones in stock, but it's worth giving its customer service operators a call nonetheless. Demo discs are a good way for companies to showcase their products. Over in Japan, demo discs for the PlayStation come out monthly. We'll keep you up to date on anything relating to the PlayStation demo discs or

anything having to do with the system. The demos come with five to 15 games; usually at least five of them are actual playable demos. Each demo has three categories: one for software, another to showcase the new hardware and the third for extra goodies such as commercial clips or even an original PS game.

Third-party companies are also getting into the demo CD act for the PlayStation. For instance, Ubi Soft has released a special demo CD for Rayman, which features beginning levels from the side-scrolling game.



P.S.X. 13

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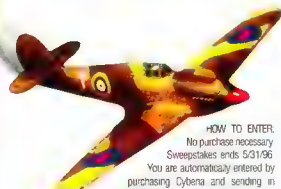
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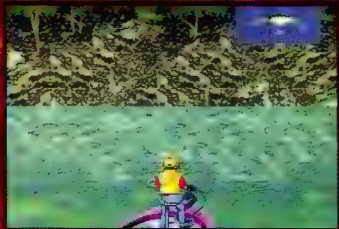
# GOING POSTHUM

## Dear P.S.X.,

I'm a big fan of the XBand Catapult modem. Will there be a modem device that allows multiplayer gaming for the PlayStation in the near future? Any information you have on this would be very helpful.

**Jack Coniker**  
Thunder Bay, Canada

No one will say for sure if Sony is working on any type of modem that will allow multiplayer gaming for the PS. This is top-secret stuff, you know. We're hearing out of Japan that Sony and Sega are working on a device that will allow Internet connectivity and possibly a way for you to play other people in your neighborhood or across the country in the same way the Super NES and Sega Genesis XBand networks do. Although this type of gaming application for the PlayStation or the Saturn is a ways away, P.S.X. will keep you posted as more details roll in. You're not the only one asking this question. We've called Catapult to ask them about an XBand for the PS or Saturn. It isn't showing its cards just yet.



**"Fishing season is coming for the PlayStation with Mark Davis Fishing as well as Big Bass."**

## Dear P.S.X.,

I'm a fishing fanatic and I can't wait to put a line in the water. I recently bought a PlayStation. I read in your first issue that Hot-B was making a fishing game with Hank Parker for the PlayStation. When will this game and any other fishing games be available for the PlayStation?

**Gordon Whitherspoon**  
Oyster Bay, NY

It's almost time to drop a line in and see what whoppers you can catch. Mark Davis Fishing was recently released for the Super NES and it will be revamped for

the PS. Some new lakes and techniques will be added, and you will be able to cast from more than 600 different fishing spots. The same interface will be used in the PlayStation version that won't enable you to see the fish you've caught until you haul it into the boat. This game should be ready sometime in September. In addition, Big Bass World Championship starring Hank Parker will be coming from Hot-B USA. This time around Hot-B has joined forces with Bassin' Magazine, Abu Garcia reels, Berkley rods, reels and line, as well as the Hummingbird fish finder company. Together, they are trying to make a realistic fishing simulation. This game will be ready in late August or early September of this year. You will be able to explore many new lakes, including your very own private lake stocked with a variety of different bass and freshwater fish species. You will be able to work your way through the amateur ranks to become a professional angler. The ultimate goal of the game will be to wear the crown and become the Big Bass World Champion. A variety of new fishing lures will allow you to land the prize-winning catch of the day.

## Dear P.S.X.,

Kudos on back-to-back great issues. You guys are cooking with gas and are incinerating your competition. I'm a big fighting game fan. I've heard rumors that Ultimate MK3 is only coming to the Saturn and not the PlayStation.  
**John Sebastian**  
Indianapolis, IN

You've heard correctly. Mortal Kombat 3 for the PlayStation was an exclusive to Sony. To return the favor, Williams is bringing out Ultimate Mortal Kombat 3 exclusively for the Sega Saturn. Some feel the Mortal Kombat series has run its course, while other people can't get enough of Mortal Kombat. Ultimate MK3 features four additional characters including Reptile, Scorpion, Jade and Kitana, as well as the three hidden characters: classic Sub-Zero, Mileena and Ermac. They all have new moves, friendships, babalities and fatalities. Ultimate MK3 isn't supposed to come out for the PlayStation, but neither were role-playing games.





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# P.S.X. NEWS

## ASCII rings up new way to help gamers

**W**hile first lines are joining new to video gaming, ASCII Entertainment has expanded on the practice by providing phone cards with its newest game, King's Field. These collectible phone cards give gamers five free minutes to ASCII's King's Field automated help/tips line, with an option to order additional minutes. Since its release, ASCII has been inundated with calls for help. Rather than put out a strategy guide, which would've taken extra time and money to complete, ASCII opted to offer a more convenient way to assist players.

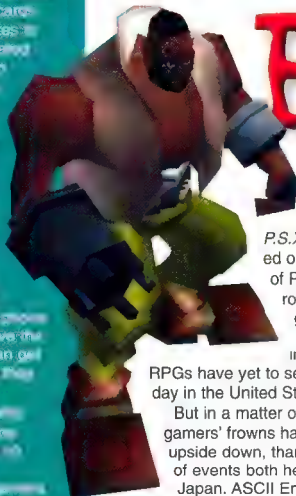
"King's Field is a tough game," said ASCII's David Siviers, who oversees the phone service. "That's why we gave the free minutes, so gamers can get immediate aid the moment they get stuck. It's worked out real well," added Siviers, who estimated that the phone line averages the equivalent of 100 hours of use per day.

In addition to the phone, gamers can also call the ups line to order a comprehensive King's Field map book that lists all the game's important locations and items. The book sells for \$4.95.

Phone cards, placed in packages of King's Field, give gamers access to ASCII's hot line.



# SONY ANSWERS CALL FOR RPGs



**I**n the second issue of P.S.X., we reported on the lack of PlayStation role-playing games.

While prolific in Japan, PS RPGs have yet to see the light of day in the United States.

But in a matter of weeks, gamers' frowns have turned upside down, thanks to a series of events both here and in Japan. ASCII Entertainment released the first true adventure game for the PS: King's Field. The success of this 3-D game has not only relieved RPG nuts, but it has brought those unfamiliar to RPGs into the fold.

This growing interest in RPGs bodes well for Sony, which has announced the U.S. release of two popular Japanese titles: Beyond the Beyond (previewed in this issue) and Arc the Lad. The sequel to Arc the Lad, which will soon be released in Japan, will likely be translated and released here as well.

Even more important news comes from Square of Japan, which is generally regarded as the de facto standard for RPGs. Square will release Final

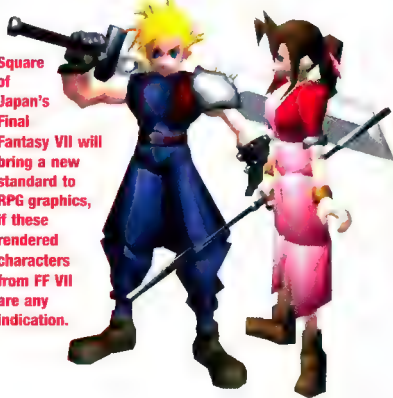


Arc the Lad (left) is one of two Sony RPG games slated for release in the U.S.

Fantasy VII in Japan not for the Nintendo 64, as previously rumored, but for the Sony PlayStation. The game, scheduled for release by the end of this year, promises to redefine RPGs at the 32-Bit level (see preview in this issue).

The announcement has bolstered Sony's stock among gamers in both Japan and the U. S. Hopefully, Sony will satiate RPG appetites on both shores. ●

**Square of Japan's Final Fantasy VII will bring a new standard to RPG graphics, if these rendered characters from FF VII are any indication.**





## Super GameDay Promo

**W**hat better exposure for a football video game than during the Super Bowl?

Millions of pigskin viewers got their first taste of Sony Interactive's NFL GameDay courtesy of NBC Sports broadcasters Phil Simms and Paul McGuire.

During the pregame show, the duo challenged each other to a game of GameDay on national television.

The promotion was just part of Sony's presence at the Super Bowl. Earlier that week, Sony hosted a "Game Before the Game" at a local bar, where the Steelers' Kevin Greene and the Cowboys' Charles Haley played their respective teams in a GameDay faceoff. Sony also set up a booth where those attending the game could check out new PS titles. ●

## EA Sports games on hold



In case you haven't already heard, **EA Sports** has pulled the plug on two eagerly awaited PlayStation games: Madden '96 and NHL '96.

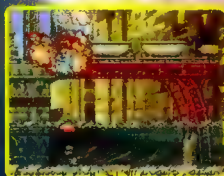
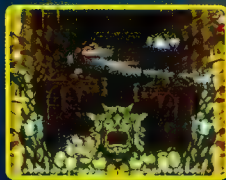
EA Sports officials cited quality concerns as the reasons for delaying both games. Rather than rush these games out the door, EA Sports will tune-up these titles and wait until later this year to release brand-new versions of both. A company spokesperson denied rumors that **Cuba** of America had a hand in the delay, presumably so its own NHL Faceoff and NFL GameDay titles would have a marketing head start.



# BLOW 'EM TO SQUID SPIT



## IN THE HUNT™ For Your Sony PlayStation



"The only way to describe ... *In the Hunt* is to combine all of the best shooters you have ever played into one game."

EGM - February '96



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# P.S.X. NEWS

## Memory Card Expands Game Save Space

**F**rustrated by the limited space on your memory cards? Interact Accessories has offered an affordable solution with the Memory Card Plus (below) for the Sony PlayStation.



It's shaped just like a regular memory card, but holds 120 save slots—eight times as many as Sony's version—thanks to a special data compression method.

The Memory Card Plus sells for \$29.95. Interact also sells a standard 15-save slot memory card for \$19.95.

For more information on Interact's products, check out its Web site at <http://www.interact-acc.com>.



## What's New on the Net

**O**f passing relevance to surfers is Sony Interactive's first attempt at a VRML site, or 3-D Web page, which features the popular PlayStation game Wipeout.

The virtual-reality page has part of a track from the futuristic racing game. Web surfers can actually explore and move around on the track to find links to additional VRML areas.

The only catch: A VRML browser or Netscape plug-in is needed to enjoy the site.

The Virtual Wipeout site can be found at <http://www.sepc.sony.com/SEPC/Psygnosis/secure/wipeout>.

## Rating the peripherals



**The bottom line:** Yes, this add-on peripheral can hold thousands of game codes for PlayStation games—that's the good news. The bad? Gamers can't experiment with the Game Shark to find new codes like they could with the Game Genie. For instance, blatantly typing in erroneous codes could wreck the Game Shark's memory.

**Interact's Game Shark • \$59.95**



**The bottom line:** This controller has a RAM cartridge slot that lets players program moves or buy carts with preset moves from popular fighting games such as Tekken and MK3—a great aid for fighting beginners. Major drawback: It deviates from the PS control design.

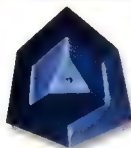
**The Programmable Pad • \$39.99**



**The bottom line:** This lightweight light gun is just what the doctor ordered to compete against the Saturn's gun peripheral. While this gun works great with its primary game, Horned Owl (shown in this issue), its true worth hinges on more games that also use the gun.

**Konami Hyper Blaster • About \$30**

## Peripherals in progress



**The first look:** In a nutshell, this funky cube detects a player's body movements in a preset area and translates movement into controller actions. Not only does this eliminate the need for controllers, but it lets you use virtually any type of body movements for a true workout. Look for it in stores sometime this summer.

**Perception Systems ZON • Under \$100**



**The first look:** Sony won't talk much about this two-joystick analog controller, which could pave the way for ultrarealistic tank and flight-sim games. Sony reportedly also has a single joystick equivalent in the works that could be released late this year in the United States.

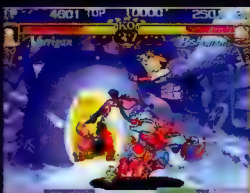
**Sony Dual Arcade Joystick • \$N/A**



**The first look:** At last check this controller (and compatible games) is still under development, said an ASCII official, so no release date has yet been announced. This controller has Fire buttons and a D-pad on the joystick; a slide and rotating knob serve as the analog equivalent of the shift buttons.

**Ascii Vortex Analog Controller • \$N/A**





HISTORY'S MOST FEARED MONSTERS AND MUTANTS ARE BOLTING FROM THE ARCADE IN SEARCH OF A DARK ARENA FOR THEIR NEXT MIDNIGHT FIGHT FOR SUPREMACY. VICTOR'S COMING OVER WITH HIS SHOCKING THUNDERSTRIKE. FELICIA'S TRACKING IN PLENTY OF DIRTY FOR HER LITTERBOX KICK. BISHAMON IS SWINGING BY HIS RAZOR-SLASHING DIVIDER. ALL THE EVIL POWERS AND DEVASTATING MOVES OF THE TEN DARKSTALKERS YOU'VE COME TO FEAR ARE HEADED YOUR WAY. ALONG WITH HIDDEN SPECIAL MOVES, MID-AIR BLOCKS AND SUPER FATAL BLOWS TO MAKE YOUR PLAYSTATION™ SMOKE. SO LEAVE A LIGHT ON FOR THE DARKSTALKERS. AND TAKE DOWN YOUR DAD'S BOWLING TROPHIES. RAPTOR'S FLYING SAW BLADE HAS BEEN SLICING A LITTLE WILD LATELY.

# DARKSTALKERS

**CAPCOM**

RP

P

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## VR GOLF TIP

9

A POWERFUL SWING ISN'T ALWAYS THE PROPER SWING. USE DISCRETION OR GET USED TO THE GUYS CALLING YOU "CAPTAIN HOOK."



For Golf Tips #1-10 and free demo, visit our web site at <http://www.vrsports.com>.

Look for other VR Sports titles like VR Soccer '96, VR Pool, VR Baseball, and more.

# INTRODUCING VR GOLF '96

Where the birdies, the 300 yard drives and even the duffs are for real.

It's just a game like the Green Jacket is just a sport-coat. Say hello to the next generation of golf. In

fact, *Video Games* magazine says, it's

**"The best golf game ever...a must."**

Because VR Golf '96™ lets you play any lie on the course from any perspective. With a super fast set-up between shots so

there's no waiting on the course. It's technology that doesn't just look better, it plays better. You can even play amateur and professional tours and set up a foursome of your own with the multi-player feature. VR Golf '96.™

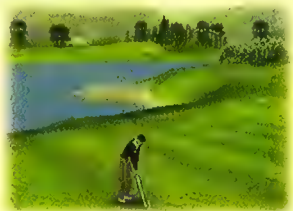
Now this is a game you can get into.



Virtual FieldVision™ allows you to play in real-time from any perspective, including first person. Follow the ball in flight without those annoying little maps.



Real-time player movement, combined with electronically captured moves from actual pros, makes for more realistic gameplay.



Lifelike polygon-based figures with immediate player set-up for your next shot. No slow play here.



**THE DIFFERENCE IS REAL.™**



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# P.S.X. RATED

## STREET FIGHTER ALPHA

**T**he Street Fighter series lives on, this time by going back to its roots.

The game takes place between the original Street Fighter and SF2, and expands on the overall story. In all respects (except for the data loading time), this game is a spitting image of its arcade brethren—right down to the hidden characters.

"Capcom gives the series a major facelift."

Capcom gives the series a major facelift, with completely redrawn characters and new faces, some of which come from Final Fight and the first SF game. New in this version are combo breaker moves, called alpha counters, and super moves that are dictated by a power bar at the bottom of the screen (much similar to the super moves in Super Street Fighter II Turbo).

Capcom has also refined the fighting engine. Now players can roll through opponents and can block while in mid-air.

The ultimate battle awaits: Are you prepared?



### NELSON TARUC

As an extension of the Street Fighter series, this is the best to date. The bulkier-drawn characters in SFA look better than in Super Street Fighter; I also like the ability to block while in mid-air and the break combos.

However, on its own merits, SFA is far from revolutionary in terms of gameplay. I expect SF fans (like myself) will love this title, but those already bored with 2-D fighting games will find little here that will change their minds.



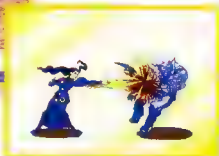
### DAVE MALEC

Street Fighter fans are in for a real treat with the newest addition to the series. The characters look sharper than those in the past, which is a big improvement. Controls weren't difficult to get the hang of, making the moves easier to do. I have never been a big Street Fighter fan and cringed when I heard of yet another edition. This version was fun to play and, with the exception of it being another sequel, was pretty impressive.



### DINDO PEREZ

Hey, a non-polygon fighting game for the PS! After seeing so many SF versions you tend to look somewhere else, but not with this one. SFA is the best yet. Playability is fantastic and initiating the combos and moves are easier than ever. Despite not being a polygon game, the new look to the SF characters is excellent. I don't know what else Capcom could do to make this even a better game in the future. A welcome edition.



## CURRENT FAVORITES

NELSON'S: STREET FIGHTER ALPHA • DESTRUCTION DERBY • DOOM

DAVE'S: ALIEN TRILOGY • TOSHINDEN 2 • NBA SHOOTOUT

DINDO'S: ALIEN TRILOGY • NFL GameDay • NBA LIVE '96

# ALIEN TRILOGY



### NELSON TARUC

If you even remotely liked Doom, you will fall in love with Alien Trilogy. While the overall monster count has gone down, this game offers as much suspense as Doom did. Also, there's more to blow up, such as walls and boxes. And unlike Doom, Alien Trilogy has a

strong story line, complete with missions that keep the play variety fresh. The darkly shaded graphics do justice to the movies that this game is based on. Two thumbs up!



### DAVE MALEC

Alien Trilogy does an excellent job of bringing out the suspense that is associated with the movies. The eerie sound effects and dark lighting left me cautiously moving about, closely watching the radar for any aliens.

The game follows a story line which gives you some direction rather than just having you annihilate everything. I was disappointed by the end Bosses, but the attention given to making you feel like part of the movie impressed me most.



### DINDO PEREZ

Compared to other Doom-like games, Alien Trilogy is not that intense if you're expecting a great amount of carnage. But if you're into suspense, this fits right in. The game is filled with secrets and ambushing aliens; always be on your toes. The levels do get challenging,

but when reaching the different Queens the difficulty needs to be boosted. Having seen the blockbusters and playing the game, you can really get caught up in the story as it unfolds.

Let the spine-tingling begin.

The best video game ever adapted from a movie property, Alien Trilogy immerses players in a first-person shooter that brings the Alien movies back to life.

At first impression, the game plays much like Doom, but has monsters and goals that are far different from the latter. The Alien monsters move far faster laterally than in Doom; to compensate, a radar tracks the location of living creatures (just like in the movie). Also, when a player destroys an alien, the acidic spatter from the kill becomes a health hazard. Players can

shoot at walls or lockers to find secrets and power-ups.

This game provides a variety of missions, from bringing a deserted base back into operation to invading the nest for a one-on-one showdown with the mother Alien.

This game has surprises lurking around every corner. Stay alert, or else it'll be "Game Over" for you.

"Stay alert,  
or else  
it'll be  
'Game Over'  
for you!"



# P.S.X. RATED

## NAMCO COLLECTION VOL. 1

**I**t's time to pull out those Izod shirts and penny loafers: The 1980s are upon us once again.

Namco serves up one major blast from the past by bringing out the first greatest-hits collection of its arcade games.

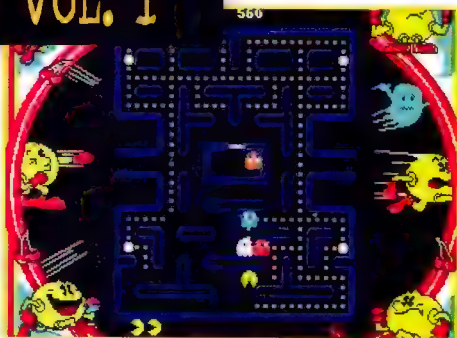
The games—Pac-Man, Pole Position, Rally-X (an old and new version), Galaga,

Bosconian and Toy Pop—are all compiled on one CD. All seven games are exact duplicates of those seen in the arcades, right down to the configuration switches usually found in the arcade consoles.

Rounding out the package in the Japanese version is an interactive 3-D museum that gamers can explore. Each individual wing contains memorabilia and artwork facts devoted to the games.

This collection will bring back memories to veteran gamers, as well as introduce new generations of players to these arcade classics.

"Namco serves up one major blast from the past."



### NELSON TARUC

It's about time someone compiled a CD of classics. Namco's approach is perfect: By making these games exactly like the arcade, DIP switches and all, they play exactly the same. The museum was a nice touch, although I would've preferred having more games instead. Veteran gamers should pick this up right away; those who've never seen these titles before should rent it first and decide if these classics are worth the money.



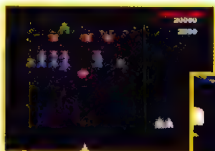
### DAVE MALEC

The table-top generation won't want to miss out on this compilation. Namco has resurrected some of the arcade's most beloved games of yesteryear. Pac Man, Galaga and Pole Position are just a few of the games offered in this variety pack. The games obviously don't meet the standards of today, but are still good for hours of entertainment. I can still hear those famous last words, "I used to be awesome at this game!"



### DINDO PEREZ

The young at heart rejoice! As old as these games are, there's no harm in seeing these titles again. Of course the quality of the games are not up to today's standards, but everyone who enjoyed them in their early video gaming days will surely savor their favorites. This would definitely be a party favorite as well. The quality of the games might not touch the younger gamers, but a seasoned gamer like myself gives this Pack a thumbs up.



# PREPARE TO BE ROMANCED!

Available on  
IBM CD  
Windows 3.1

It's the Second Han Dynasty and China is on the verge of collapse. Infighting among the court families and the emergence of powerful warlords dominates the landscape. The struggle for power has brought an era known as the Three Kingdoms, complete with constant warfare among China's most courageous and skillful heroes.

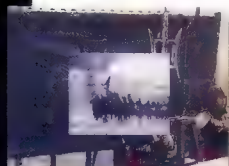
- ◆ Discuss war strategy with up to 558 different officers, including 108 inspired by the player's imagination
- ◆ Defeat enemies using powerful new weapons including automatic firing crossbows, battering rams & catapults
- ◆ Play one of 38 exciting rulers, eight of whom you can create yourself
- ◆ Set enemy units, ships or cities ablaze using a variety of FIRE commands
- ◆ Full motion video enhances special events & commands (not available for Super NES & IBM CD)
- ◆ New HELP feature gives you valuable command information without having to turn to the manual
- ◆ One to eight player excitement



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# P.S.X. RATED

## KRAZY IVAN

**A**lien hunting season begins in Siberia today, and the person with the license to kill is Krazy Ivan.

This first-person futuristic battle game pits the player's mech against an invading force that has set up shop on the planet. According to the story line, only Ivan is nutty enough to take them on.

The combat sequences

compare loosely to MechWarrior, as Ivan walks around textured 3-D landscapes. The goal is to find enemy mechs and a shield generator, destroying them all within a certain time limit.

It's easier said than done. Enemies attack from both air and ground, and are designed to delay players from finding the big enemy mechs in time. Destroyed foes leave behind special items that Krazy Ivan can pick up, including vital power-ups.

Interspersed between the five missions are funny FMV sequences of Ivan and his comrades.

"Alien hunting season begins in Siberia."



### NELSON TARUC

Once you get past the bad Russian accents in the videos, you'll find a solid but not perfect 3-D title. The enemy polygons are nicely drawn, although the backgrounds seem too similar and bland overall. Learning how to move is tough at first with all those buttons, but once you do, the gameplay becomes second nature. The main problem? With only five missions to start, the game is too short. Good shooting action, but it's just a tad repetitive.



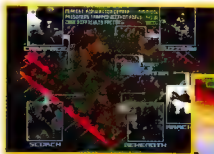
### DAVE MALEC

Krazy Ivan has some cool graphics and becomes fairly intense when you go head-to-head with another robot. Game controls were a little frustrating at times and could be improved to make it more enjoyable. They needed to come up with more originality in their various stages, with each one looking relatively the same. The concept is a good one and, aside from several inadequacies, was a satisfying game to play.



### DINDO PEREZ

For starters the controls could have been easier. For example, instead of tapping on the strafe button to quickly move sideways this should be continuous. The game delivers nonstop intense action but it does get repetitive. Attacking the shield generators should be different in every stage. It also lacks diversity in the levels. As far as graphics go, it is done exceptionally well, with hard-pounding sounds. A decent game all the way through.



# TAG, YOU'RE DEAD

Don't just stand there.  
Return Fire on PlayStation,  
Saturn and Windows 95.

Your front line looks like Swiss cheese and your tank's in flames. If you don't retreat and regroup, the flag's going to fall. And you're gonna get tagged.

In Return Fire, firepower is key, but strategy is what keeps you alive. From helicopters that make Apaches look like Pocahontas, to tanks straight out of your worst nightmares, your mission is to disable enemy forces, blow your way into hostile territory and retrieve the flag with a ground-pounding jeep. But this is no one-sided kill-fest. Your enemy is in your face trying to do the same thing to you.

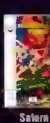
With superb overall detail, major multimedia video, and a killer Dolby® soundtrack, Return Fire is an all-out firefight that keeps you thinking all the time. But don't think too long. Because there's a battalion of bad guys just looking to put the tag on you.

**Destroy. Destroy. Destroy.**



For Tips and Hints, dial 1-(900)-CallTip  
\$.90/min. (recorded). Must be 18  
or older, or have parental permission.  
Touch-tone phone required.

RATED BY MGS



Designed and Produced by Baron R. Keegan Productions • Developed by Cyber Software, Inc. • Co-Produced by Profiles Publishing, Inc.

\*Available for PlayStation only.

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# P.S.X. RATED

## RETURN FIRE

**W**ar is hell, but this game is heaven sent.

Return Fire is a balanced mix of arcade combat and tactical planning, so there's something in it to satisfy all types of gamers.

The concept is simple: Two armies must try to capture each other's flag. However, pulling it off is not as easy as it sounds. The enemy has

bunkers, guard towers and bases all designed to halt a player's progress.

Fortunately, a player has four different vehicles at his or her disposal, from fast-moving helicopters and agile tanks to lumbering but powerful APVs.

Beating the enemy requires mastery of all four vehicles, as well as knowing what each is best suited for.

The split-screen two-player mode is one of this game's most endearing features, letting players go head-to-head in a matchup that's as fun as the multiplayer Bomberman games, but with far deeper elements of strategy.

"War is hell, but this game is heaven sent."



### NELSON TARUC

If you expect to beat this game in a week-end, you're in for a rude awakening. It takes time to learn how to fly the helicopter and steer a tank. Before you reach that skill level, this game may frustrate you. But once you reach that level, you'll find a very balanced and addicting title. The classical music and sound effects are excellent, and the scalable graphics are fluid. I only wish the camera view wouldn't shift around so much.



### DAVE MALEC

Capture the flag has never been so intense. Return Fire offers hours of heart-pounding action, with a huge selection of levels to play through. Blowing the enemy bases to pieces to the sounds of Wagner and Holst is just something you have to experience for yourself. The two-player mode is perhaps the best feature of the game and only lags in the control of the vehicles. Those of you who enjoyed the 3DO version will not be disappointed.

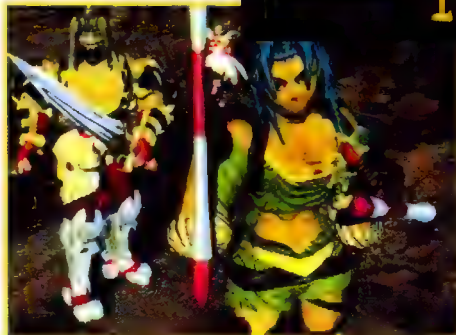


### DINDO PEREZ

Combining nonstop action with straightforward strategy, Return Fire is one intense game. From the explosive pulse of turrets to the sound of a captured flag, this PS version has been the best ever. Because of the amount of levels, the game does get a bit on the hard side, but you'll never get bored. Once you finish a level, the addiction will make you want to challenge the next level, then the next level, etc.



# TOSHINDEN 2 (Japanese Version)



## NELSON TARUC

Is Toshinden 2 better than the original? Certainly, I like the new moves, such as the overdrive attacks and the way you can roll while on the ground. The new characters (including Gaia) are drawn nicely. But is Toshinden 2 perfect? Not the Japanese

version. Giving players buttons for special moves dulls the skill factor, while some of the special attacks are just too powerful. Hopefully, the U.S. version will have more balance.



## DAVE MALEC

Playmates made sure not to disappoint Toshinden fans with a lame sequel. They've added a great deal of detail, from character graphics to awesome lighting and stage effects. The gameplay could have been improved to involve more skill to play

successfully and hopefully this will be dealt with in the U.S. version. The introduction of three new characters and plenty of new moves gives gamers plenty to drool about until it hits.



## DINDO PEREZ

This second edition has changed for both the good and the bad. The overall look of the game is much cleaner and has more characters to choose from, including extra hidden characters. Compared to its predecessor, the controls are harder to initiate. Of course

there are more moves, but the gameplay needs to be looser. In any case, this game has improved. Just a reminder: This is a Japanese copy that we're reviewing.

**T**he game that pioneered 3-D fighting for the PlayStation has a new-and-improved sequel.

This game sends 3-D graphics into overdrive, with characters that look far more detailed and smoother compared to the original. New tactics let players attack characters lying on the ground, a la Tekken.

Overdrive also applies to a special power bar that lets players pull off super moves.

Added to Toshinden 2 are new characters such as Chaos, a gnarled old man with bad breath and a voice suspiciously like Butt-head's sidekick, Beavis.

The game's original characters also have been updated. Most significant is the addition of Gaia, who has stripped off his oversized armor, as a player.

The new Bosses are both female and deadly: Uranus, a winged angel, and Master, an unassuming figure that can pull super-sized weapons out of thin air.

**"This game sends 3-D graphics into overdrive!"**



## VR SOCCER TIP

6

PUNCH THE SPEED BURST BUTTON  
TO ELUDE PESKY DEFENDERS. THIS  
WILL ALLOW YOU AND TAD BAMES TO  
ENJOY TOASTED EGALIE FOR LUNCH.



For more VR Soccer Tips and free demo, visit our web site at <http://www.vrsports.com>  
Or, purchase a PC CD-ROM interactive preview at a participating retailer near you.

# INTRODUCING VR SOCCER '96™

Where the bicycle kicks, the yellow cards and even the burnt goalies are for real.

It's just a game like English soccer fans are just a little enthusiastic. Say hello to the next generation of soccer. *Video Games*

magazine calls VR Soccer '96™

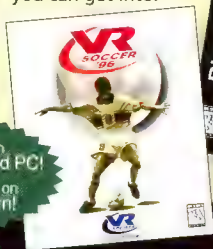
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With smooth, fast camera action, it's the only soccer game you can play from anywhere and everywhere on the field.

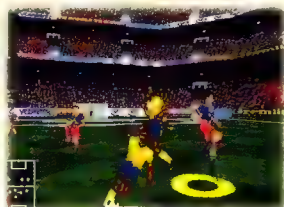
You can select from 44 international teams and play virtually any position. Plus, up to four players can play on one system with a network option for up to twenty players on the PC. VR Soccer '96™.

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# NOW PLAYING



**T**he good news is that *D* requires only two hours to play. The bad news is that you probably won't be alive that long to complete it.

In those 120 minutes, the game's heroine, Laura, must find out why a mass murder has occurred at her father's hospital, and why Daddy seemingly has gone psycho.

*D* comes off more like an interactive mystery movie than a game—a good thing, mind you. *D*'s richly rendered graphics and dark shading capture the foreboding aura of a horror flick. The graphics must be seen in motion to be fully appreciated. Small details such as the reflection of walls on shiny floors and mirrors that show Laura as she walks past them really boost *D*'s realism factor. The views include

close-ups, such as when Laura examines an item and panoramic views of rooms ripe for exploration. Eerie background music augments the game's mysterious feel.

Beating the game involves a healthy mix of hunting for vital clues and solving *Myst*-type puzzles littered throughout the game. The items Laura discovers during her sleuthing range from useful (keys and lock combinations) to macabre (blood soup and freshly ventilated corpses). Given *D*'s vast array of puzzles to solve,

gamers will soon learn that those two hours evaporate rather quickly.

Like horror movies, *D* also has its fair share of heart-jolting surprises, some of which will make gamers wish they went to the bathroom *before* they started playing. ●



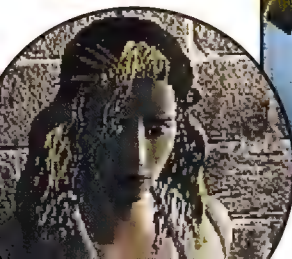
Scenes of decomposed bodies lying in pools of blood serve as a warning: This game is not for the squeamish.



*D*'s prerendered style is the most realistic attempt thus far at creating an interactive mystery movie.

## THE RUNDOWN

	<b>THEME</b> Action/Puzzle
	<b># OF PLAYERS</b> 1
	<b># OF LEVELS</b> N/A
	<b>CHALLENGE</b> Moderate
	<b>DEVELOPER</b> Warp



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## VR SOCCER TIP

10

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# NOW PLAYING



**I**f a scientist ever cross-bred Jumping Flash! with Super Mario, he/she would probably wind up with a game not too far off from Floating Runner. This new game combines the garish, cutesy 3-D graphics found in Jumping Flash! with the exploration found in Mario's game levels.

The result is a unique 3-D game experience that will certainly be imitated in the years to come.

After choosing a male or female character, players get to explore a series of 3-D worlds, which differ in both look and difficulty. It's the standard side-scroller fare: slippery ice worlds, high-altitude sky levels, dry desert stages. The objective equals that of side-scrollers as well: Find the exit.

That's where all similarities to 2-D games end.

Floating Runner adds a third dimension to side-scrollers, thanks to the PlayStation's graphics processor. Players can run in any direction as well as jump up or slide down to a lower platform. Like Mario, some of the latter stages require a precise jumping technique. Stages also show off special effects such as waterfalls that double as slides and moving platforms.

The character's main weapon is energy fireballs that are tossed at enemies. Players can also find weapon power-ups throughout the game, as

The game's overhead perspective allows for full 360-degree rotation of the playing field.

well as treasure chests that contain health potions. While the enemies may look cuddly and cute, they attack rather mercilessly, which really gears this game's challenge level toward older players—despite its childish looks. ●

## THE RUNDOWN

THEME  
Action/Adventure

# OF PLAYERS  
1

# OF LEVELS  
N/A

CHALLENGE  
Variable

DEVELOPER  
Xing of Japan



Monsters have different attack speeds and styles; mastering the game means learning their patterns.



# FLOATING RUNNER

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2 PLAYER  
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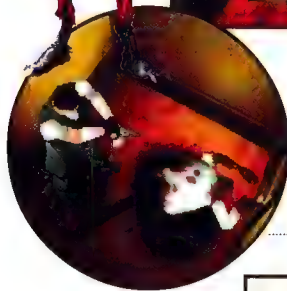


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# NOW PLAYING

## RESIDENT EVIL



**Resident Evil keeps the game's look fresh via dramatic camera angles, while bloody combat sequences provide a morbidly pungent backdrop.**

**W**ords used to describe Capcom games: cute (Mega Man), bright and cartoony (Street Fighter II) and kiddie (any Disney game).

Words *never* used to describe Capcom games: gory, dark and richly detailed, adult-oriented.

All that will change when Capcom releases *Resident Evil*, a game about a group of military officers who find themselves in a zombie-infested mansion. The game is equal parts adventure, action and puzzle solving, all set amid finely rendered backgrounds that will take gamers' breaths away. No joke—the level of detail in the artwork on walls, for instance, will astonish first-time players.

The game's view is much like hidden cameras placed throughout

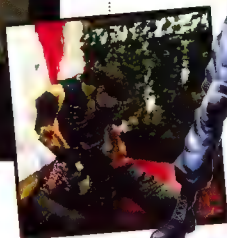
the mansion. These cameras are placed at different angles, so the perspective changes wildly from screen to screen.

However, players have full control of their 3-D polygon characters. The animation of the characters and cast of enemies—dogs, zombies, frogs and spiders, to name a few—looks almost silky smooth. These combat sequences get rather tense, so a quick, accurate trigger finger is a necessary trait gamers must acquire.

Besides dexterity, the mansion also tests intellect by providing a litany of puzzles and items to find, as well as fatal traps for foolhardy players. ●



**Never let your guard down—nasty surprises can pop up at any time...**



### THE RUNDOWN

■	<b>THEME</b> Action/Puzzle
■	<b># OF PLAYERS</b> 1
■	<b># OF LEVELS</b> N/A
■	<b>CHALLENGE</b> Moderate
■	<b>DEVELOPER</b> Capcom

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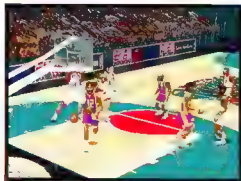
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# NOW PLAYING

# NBA Live 96



Players are still 2-D sprites, but they look far more colorful and fluid than in 16-Bit.



During play, a moving camera swivels from end to end and zooms in or out. EA Sports promises even more special angles in the final version.

**N**ow that both superstar MJ's have come out of retirement, hoops fans have eagerly awaited the comeback of another superstar of sorts: NBA Live.

At the 16-Bit level, EA Sports has effectively proven that it can accurately mimic the feel of a professional basketball game. The question remaining: Can it mimic the sport's look at the 32-Bit level?

With only a preliminary version to look at, it appears the answer is a definite yes. EA's Virtual Stadium technology offers court scaling and rotation that doesn't damage the game's fluid heritage. The court itself is rich in

detail, which most gamers will probably take for granted.

For instance, take the court floors. While other hoops games simply change colors and logos to create "different" home courts, EA took the trouble to redraw each court's hardwood paneling accurately.

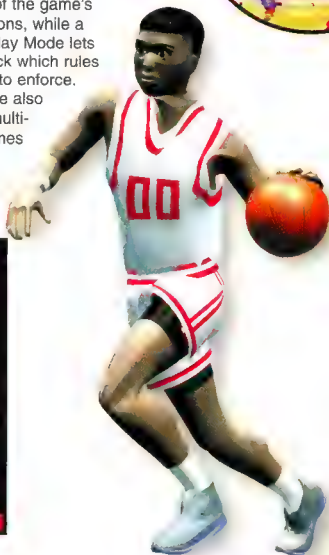
The prerendered sprites are still 2-D, but the PlayStation's graphic capabilities offer a richer spectrum of colors and animation sequences. (Yes, even Dennis Rodman has green hair.)

However, the game has not lost touch with the features that made the 16-Bit versions of NBA Live a hit: dunks, alley-oops and behind-

the-back passes, just to name a few. EA Sports has also added more ways to block a shot and created a new free throw perspective that puts the shooter in direct view of the hoop.

A Help button fills gamers in on some of the game's many options, while a Custom Play Mode lets players pick which rules they wish to enforce.

NBA Live also features multi-player games with up to eight controllers. ●



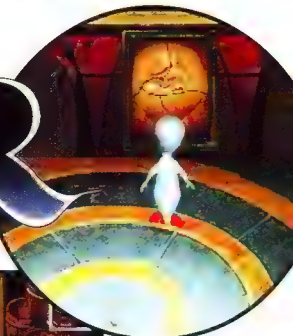
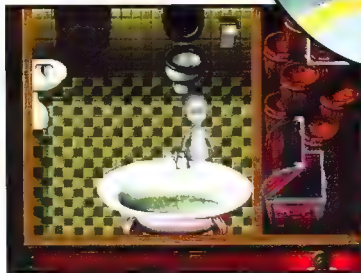
THE RUNDOWN

-  **THEME**  
Sports
-  **# OF PLAYERS**  
1 or 2
-  **# OF LEVELS**  
N/A
-  **CHALLENGE**  
Variable
-  **DEVELOPER**  
EA



RSX 42

# CASPER



When Casper finds all four pieces of a picture, he gains a special morphing power.

**C**asper and his movie co-stars have returned—this time to haunt the minds of video gamers.

However, this game will test players' intellects more than their fear of ghosts. The entire game plays like a treasure hunt, as Casper explores a mansion and its

surroundings. The friendly ghost's mission involves the retrieval of puzzle pieces that, when placed together, give him special morphing powers. These powers can transform Casper into smoke so he can go through walls, a spring to catapult into hidden areas or tools such

as a hammer or tornado to help fight Bosses.

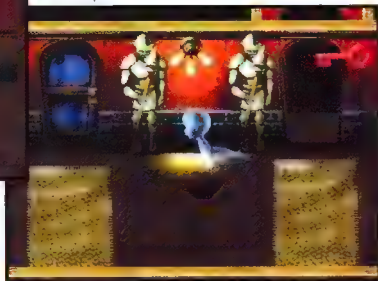
Like the movie, this game sports impressive special effects. First-time players will immediately notice that the ghosts, just like in the movie, are translucent. Casper's own animation gives the character some personality, such as when he puts on a hat with his name on it (perhaps a tad vain, but a little self-promotion never hurt anyone). In addition,

most of the prerendered background art has been derived from the movie itself. But in the end, exploration is the name of this game. Each area is filled with hidden passages, secret trigger switches and special items found within treasure boxes or hiding places.

Players must learn how these items can be used to drive away the not-so-friendly ghosts who haunt the mansion. ●



The game's primary antagonists are Stinky, Fatso and Skinny: the three baddies from the movie.



THE RUNDOWN

THEME	Adventure/Puzzle
# OF PLAYERS	1
# OF LEVELS	N/A
CHALLENGE	Moderate
DEVELOPER	Funcom

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The burning sensation you feel is from your broken ribs, not some fireball



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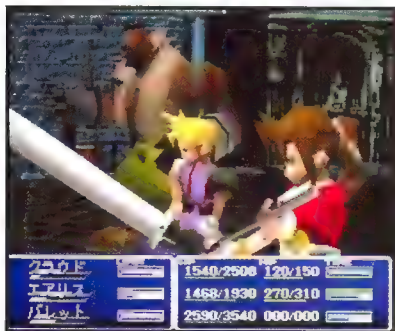
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# UNDER CONSTRUCTION

## FINAL FANTASY VII

### Square's Mammoth Quest Headed to PS



**T**he mere fact that Square of Japan's newest project may encompass two CDs—count 'em, two—should immediately make RPG fans salivate.

Yes, this adventure is big in more ways than one. Big because it's on the Sony PlayStation, a shock because Square has formerly been a staunch Nintendo ally. Big because it's the first Square title at the 32-Bit level. Big because it marks Square's first stab at a 3-D battle engine.

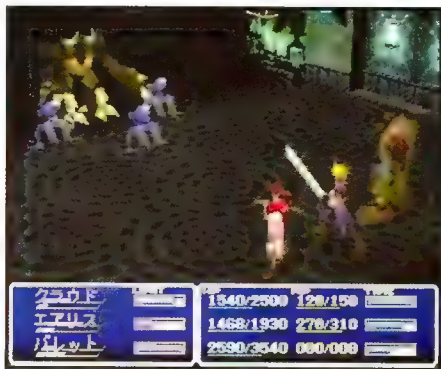
Of course, bigger isn't always better, but these first screen shots

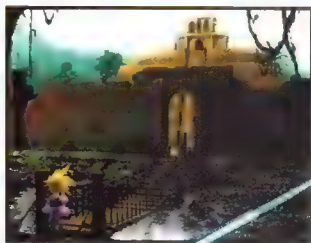
show that Square's development team is up to the task.

FF VII marks the company's second attempt at a fully rendered game. The first, Super Mario RPG for the Super NES, looks amazing but is hampered by the limits of 16-Bit.

The PlayStation offers far greater latitude for Square's artists to show their stuff—and show is exactly what they've done. FF VII uses an isometric view during exploration scenes; each one is painstakingly real in detail, shading and color.

Exquisite lighting and shading details are the *nom de plume* for Square's artists and animators.





FF VII takes advantage of the PlayStation's 3-D graphics engine during battles, which can be viewed from many different angles. All the special attacks and spells will also be animated in full 3-D splendor.

The looming question remains about the story line: Will it be up to snuff with the graphics? Not much is known about the plot, but these screen shots suggest an eclectic mix of techno-mech and medieval lore consistent with Square's earlier FF games. However,

this game appears to have a darker, eerie Gothic aura to it.

The story apparently revolves around a futuristic city called Midgar. New characters include Cloud, a blonde swordsman; Ealis, a staff-wielding female ally; and Barrett, a muscle-bound black man with a Gatling gun.

No announcement has yet been made regarding a U.S. release, but it would be ludicrous for Sony to pass up on this surefire blockbuster. ●



Square's decision to go with an isometric view may bother RPG purists, but it gives the scenes a greater sense of depth.



FF VII's cast of new characters includes a gun-toting muscleman named Barrett.

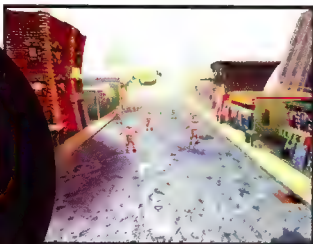


ON THE MENU	▲	THEME RPG
	▲	# OF PLAYERS 1
	▲	# OF LEVELS N/A
	▲	AVAILABILITY 4th Qtr. '96
	▲	DEVELOPER Square

# SNIPER CONSTRUCTION

## MAJOR DAMAGE

### No Target Is Too Tiny For Your Arsenal



These early screen shots offer a feel for the city landscape Major Damage will fight in.

These rendered scenes have an exaggerated comic book look that dovetails with the game's lighthearted humor.



**G**enerally, the trend with games of mass destruction has tended toward lots of blood, gore and evil.

Apparently, this title has bucked the trend. While by no means a kiddie game, Major Damage has taken the basic 2-D shoot-'em-up formula and given it a childish sense of humor, supported mainly by the cartoony rendered characters, enemies and city landscape.

Don't be mistaken by its looks: Major Damage places a premium on one- or two-player simultaneous mass destruction, in which anything on screen

becomes a potential target: buildings, windows, garbage cans. Like *In the Hunt*, items in the background can be hit, sometimes revealing hidden power-ups. ●



ON THE MENU

THEME  
Action/Advent.

# OF PLAYERS  
1 or 2

# OF LEVELS  
N/A

AVAILABILITY  
2nd Qtr. '96

DEVELOPER  
Capcom



PSX, 48

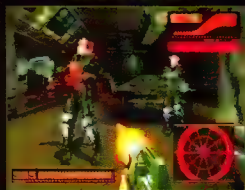
The bitch is on PlayStation...  
and she doesn't feel like playing!



All the gut-churning  
3-D action of the  
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in one black-death,  
white-knuckle nightmare.



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# CRIPPER CONSTRUCTION

## LEGACY OF KAIN

Only Bloodthirsty Adventurers Need Apply

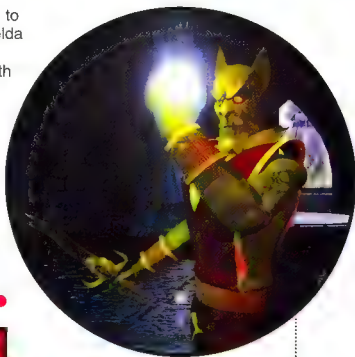


**C**rystal Dynamics' gothic adventure is poised to become the 32-Bit version of Nintendo's *Zelda* and Konami's *Castlevania* all rolled into one.

However, this game is far more mature—in both graphics and story line—to those 8-Bit classics.

The initial graphics are surprisingly rich in detail. The exploration part of the game seems similar to Capcom's *Resident Evil*, in which Kain, the main character, moves within a computer-rendered background. However, this game promises more dynamic camera movements, as well as arcade-style combat scenes that contain generous amounts of gore.

Kain has special powers that can transform him into a bat, wolf or vapor mist. He can also acquire multiple weapon power-ups and spells. ●



Almost half an hour's worth of 3-D computer graphic animation sequences await adventurers.

ON THE MENU

THEME  
Action/RPG

# OF PLAYERS  
1

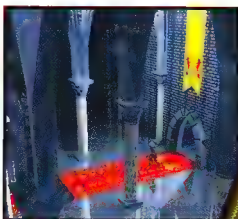
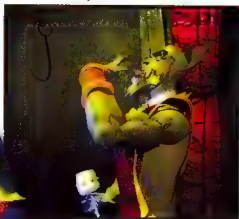
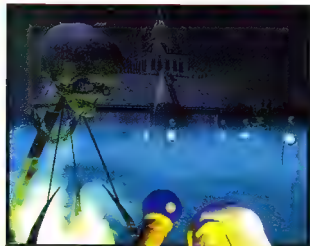
# OF LEVELS  
N/A

AVAILABILITY  
June

DEVELOPER  
Crystal  
Dynamics



The level of detail presented in these foreboding characters and scenes ensures that *Legacy of Kain* will be at the very least a visual treat.



PSX, 50



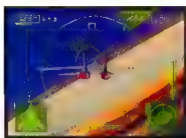
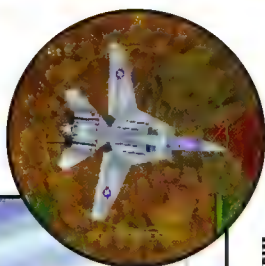
# TOP GUN

## Feel The Sonic Boom

**I**f nothing else, this game will prove that it's never too late to make a game based on a hit movie.

By early accounts, this Top Gun takes all the fun of the NES 8-Bit classic and inserts it into a stronger 32-Bit body.

The result is a far more realistic flight-combat simulation that uses textured polygons to present enemy vehicles and landscapes. Like Namco's Air Combat, it will have two substantially different views to play from: behind the plane and in the cockpit. ●



ON THE MENU

**THEME**  
Sim./Shooter

**# OF PLAYERS**  
1

**# OF LEVELS**  
N/A

**AVAILABILITY**  
2nd Qtr. '96

**DEVELOPER**  
Spectrum  
Holobyte

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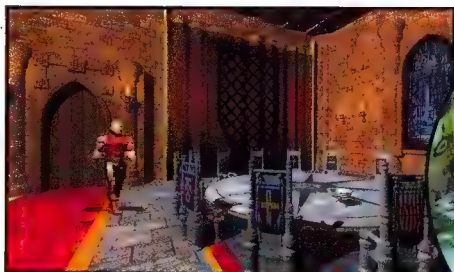
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# UNDER CONSTRUCTION

## CHRONICLES OF THE SWORD

Chronicles of the Sword is an artist's gallery filled with computer-rendered scenes and characters.



**I**f a picture tells a thousand words, this game says more than most 26-volume encyclopedia sets—and with good cause.

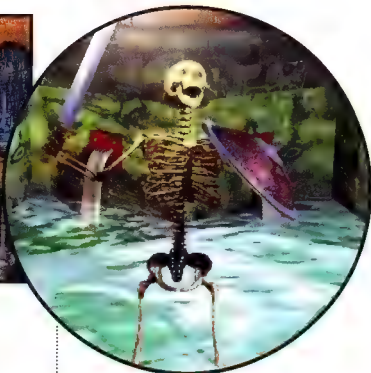
An early preview of Chronicles of the Sword reveals scene after scene of photorealistic backgrounds explored by the main character, who is controlled on-screen by a mouse pointer. When the pointer is clicked, the character walks to that point.

Chronicles of the Sword pays great attention to details. Individually, these details are minor, such as the eerie swinging of a dead body on a rope or

the ripples from a pool of water.

When one adds these details up, the sum total results in a visual experience that never betrays the illusion of reality. Angles of perspective change from room to room to preserve a sense of variety. The other characters shown in the preview also look amazing close-up, such as a sword-wielding skeleton that emerges out of the water (mainly impressive because the water and skeleton animations blend in seamlessly).

Visually, few PS games so far can compare. The only remaining question is gameplay. ●



The animation of this skeleton that pops out of the water exemplifies this game's true-to-life look.



ON THE MENU

THEME  
RPG

# OF PLAYERS  
1

# OF LEVELS  
N/A

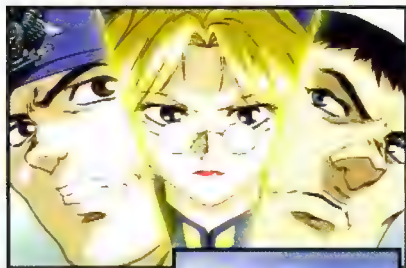
AVAILABILITY  
Now

DEVELOPER  
Psychosis



# HORNED OWL

## When Bullets Start Flying, Robots Start Dying



The story line includes excellent anime clips that follow the game's three protagonists (above): Ryo, Kate and Marco.



Welcome to Sony's response to Sega's Virtua Cop, which replaces the criminals with robots and the cops with...er... armored cops.

Sounds like a VC wanna-be? Well, to a certain extent it is. Like VC, player movement is preset while baddies pop up at all points on the screen. The arsenal at the players' disposal is bare bones: a standard pistol and powerful grenades.

But unlike Sega's shooter, Horned Owl integrates the story line (a hunt for a cyborg gone psycho) with the gameplay, making for a greater cinematic experience. Anime sequences

shown after each stage advance the plot. Added effects not seen in VC include additional rapid perspective changes and enemies that grow in size as they rush toward the players.

Horned Owl is the first PS game to use the Hyper Blaster, a light gun peripheral. ●

ON THE MENU

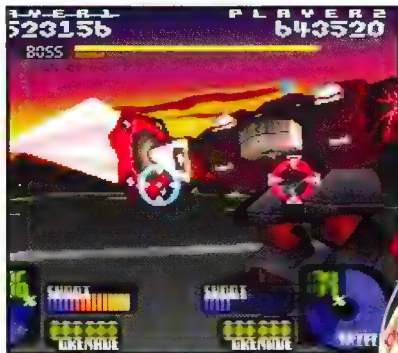
THEME  
Shooter

# OF PLAYERS  
1 or 2

# OF LEVELS  
N/A

AVAILABILITY  
June

DEVELOPER  
Sony Comp. Ent.



Not only can Horned Owl be played with a controller or a mouse, but also with a new light gun made by Konami.



# INDIE CONSTRUCTION

## BEYOND THE BEYOND

### Intense 3-D Battles Await RPG Heroes

**I**f it ain't broke, don't fix it. That seems to be Sony's approach to its first U.S. PlayStation role-playing game.

In a nutshell, what Beyond the Beyond does effectively is take all the elements that made 16-Bit RPGs popular and refine them into a cohesive 32-Bit package.

For instance, the exploration view has cartoonish characters

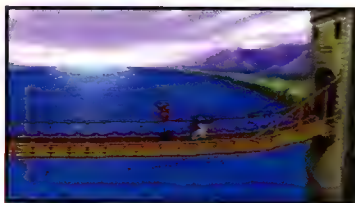
and pseudo 3-D backgrounds that look similar to 16-Bit titles—not exactly eye-popping stuff, but it's a look that gamers will feel instantly familiar with.

Where this game differs greatly are the 3-D battle scenes, which truly immerse gamers in the heat of the fight.

Each battle features huge sprites for both adventurers and enemies that literally surround the party. The sprites' realistic look contrasts sharply with the cartoony characters used in the exploration views. All the attacks and spells are well animated and are presented from many angles. ●



Most gamers will be taken aback by how Beyond the Beyond presents battle scenes. The camera view shifts rapidly in a 3-D arena to present the attacker's point of view.



The Exploration Mode uses a pseudo 3-D overhead view similar to current 16-Bit role-playing titles.

ON THE MENU

THEME  
RPG

# OF PLAYERS  
1

# OF LEVELS  
N/A

AVAILABILITY  
June

DEVELOPER  
Sony Comp. Ent.





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**"PLAY-BY-PLAY"  
ANNOUNCER**  
**PLAYER STATS**



## "BOTTOM OF THE 9TH"

**KONAMI**

# UNDER CONSTRUCTION

## PROJECT OVERKILL

Door Locked? Open It With An Eyeball!?!



When a player walks behind a wall, the wall becomes translucent so on-screen characters can be seen clearly.

**A**fter viewing a 75 percent complete version of this game, we wouldn't be surprised if the Grim Reaper was listed in the game credits.

After all, this violent gorefest earns its meal ticket by the number of casualties it piles up—raising comparisons to games such as Doom, Loaded and Smash TV.

But unlike those titles, Project Overkill offers far more dynamic gameplay. The game itself is non-linear, so players can choose their own path to the game's end.

The missions—all related to the takeover of colonies occupied by aliens—also vary: poison a water supply, assassinate a leader, sabotage, etc.

The game features more than 40 levels and four different characters that vary in endurance, weapons and speed. Like Doom, this game is packed with secret areas and levels that don't necessarily need to be found to beat it, which really enhances the replay value.

The game features a 3-D isometric view and more than 20 different types of prerendered enemies. ●

ON THE MENU

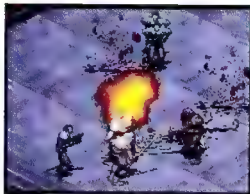
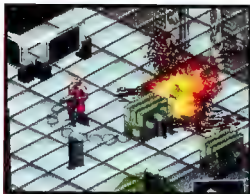
THEME  
Action

# OF PLAYERS  
1

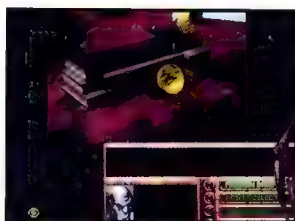
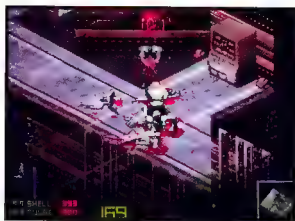
# OF LEVELS  
N/A

AVAILABILITY  
2nd Qtr. '96

DEVELOPER  
Konami



Each of the four characters has a "smart" weapon, such as heat-seeking missiles or robotic land mines so players can kill enemies while hiding behind a doorway.



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# RETURN FIRE'S MAESTRO



# Xclusive

## Meet The Man Who Turned A Grade School Game Into A Critical Video Game Hit!

BY NELSON TARUC

I've talked to the creator of Return Fire for only 90 minutes, and in that time I've already come to one conclusion: There isn't enough silicon memory on this planet to store all the ideas crammed in this man's mind.

The person I speak of is Reichart Kurt Von Wolfsheld, who is, in no particular order, a multiple language speaker, avid game player, successful program designer, painter, sculptor and music aficionado. He thinks and talks like a machine gun. Thoughts rat-tat-tat from his mind and out his mouth, and no target of conversation seems out of his range.

But to dismiss Von Wolfsheld as a turbocharged scatterbrain is to dismiss World War II as a heated tiff. Sure, his thoughts may seem to come a dime a dozen, but they're a veritable gold mine to those fortunate enough to

have tapped into his creativity.

One of the nuggets recovered from his intellectual motherlode is Return Fire, a new PlayStation game in which different military vehicles participate in a heavy-firepower version of capture the flag. The game, in many ways, mirrors its maker—it takes a long time to fully absorb what each has to offer.

This Return Fire is a refined and expanded version of the original 3DO title of the same name. Most of the changes address the PlayStation's speed and graphic abilities, so now players can zoom the overhead battle view further in and

out, as well as turn on a full-screen mode. At Sony's request, the jeep has been replaced by a more modern Humvee. In addition, this game combines all the levels from the 3DO's original game and expansion "Maps of Death" CD.

More important is what Von Wolfsheld didn't change—the

gameplay concept. "As far as Return Fire goes, I didn't design a military game. What I designed was a game of strategy. I designed an arcade game where you could just get up and play, blow some stuff up, get some tension out and move on."

Aside from the blistering sound



effects and almost comic instances of graphic violence, such as when troops are run over (all the red stuff on the screen is ketchup, Von Wolfsheld assured me), the game doesn't have a lot of superfluous details.

"When Return Fire first came out on the 3DO, people were looking at it and...complaining that it was muted, it wasn't bright, it wasn't flashy. And I go, 'Yes, and that's because every other game that's coming out on the market right now looks like it's coming out of a





carnival...It doesn't look anything like reality—not that my game does, but at least I try to get it in the same color spectrum.”

Such comments accurately reflect Von Wolfsheld's video game design philosophy. In a market in which too many games play like firecrackers—bright at first but quickly burn out—his play like lightbulbs that will shine as brightly a year from now as they do today. “You're expecting all this flash and glitter, and I try to get rid of that stuff up-front because I get bored of those games so quickly myself. So, to get rid of all that [useless flash], how do you do it?”

For Return Fire, he answered that question by putting each aspect of the game through a time machine. “A personal fun factor test is to imagine that the given feature could be implemented



on the Atari 2600,” said Von Wolfsheld, quoting from a presentation he recently gave. “If it could, and the feature or effect would be fun, then the feature can go in.”

With this philosophy in hand, Von Wolfsheld's ultimate goal is “to provide a game so fun that it trans-

cends the hardware. If any feature goes into my game that is...so based on the very graphics that you're looking at, so based on some piece of technology that happens to be stuck in this new machine, then I have failed.”

Failure doesn't seem to be a word Von Wolfsheld uses very often. He designed his first computer game in 1987, Firepower, which was a predecessor to Return Fire. According to Von Wolfsheld, it was probably the first realtime multi-player arcade game. Right now, he's working on a personal information manager and



also a painter program.

Although his current projects have little to do with gaming, the subject never strays far from his mind. Von Wolfsheld and his cadre at Silent Software are more than players, they're gaming fanatics. “We're like serious game players here,” Von Wolfsheld said. “We're not talking run of the mill. We really get into this.”

For Return Fire, Von Wolfsheld extended that gameplaying requirement to everyone involved with the project. “We make everyone play the game,” he said. “We want people to see the product and understand what it is that we sell because there are obviously people who work in the company who aren't part of the game team. I don't like for them to be out of the loop.”

“That's the way we play games here,” he continued. “Since we take it so seriously, it's not good enough for us to play games in our office. I ask everybody: ‘Win it. Tell me if you beat it.’ Because when you've beaten it, once you've really forced yourself to try and beat a game, you really find out what

...imagine that  
the given feature  
could be  
implemented on the  
Atari 2600...if it  
could, it can  
go in...



Reichert Kurt Von Wolfsheld

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means Visiting  
the Dark Pit of  
your Soul.



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**D... Darkness.**

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**D... Destiny.**

goes mad. Outside—the daughter.

**D... Delirium.**

the innocent, the seeker. You are about

**D... Death.**

to enter the darkness forever!

**D... Damnation.**



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"SPINE-TINGLING  
ACTION!"—EGM



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**Acclaim**  
entertainment inc.



the game is all about. Until you've gotten to the top—the nth level—and you look back and go, 'You know, I had a fun time' or you look back and you go, 'It was more of the same old stuff.' It's either one or the other."

What he's seen so far for the 32-Bit systems concerns Von Wolfsheid, primarily because the quantity of games has outshined the quality.

"There are a lot of games coming out on the PS right now, and I mean that in sort of a negative way," he said. "How many fighting games and racing car games can you put up with?" Von Wolfsheid also sees problems with the veneer of originality these games perpetrate. "Someone thinks that it's really cool when they

turn a flying game into a dragon game," he said. "Ooh, there's a big change. So basically instead of being on an airplane, I'm on—a dragon! No offense to anybody who makes dragon games, but c'mon, that is not a big change. If you're going to make a dragon game, give me a

**Failure doesn't seem to be a word Von Wolfsheid uses very often.** completely different point of view, give me a world that's really fascinating."

Return Fire's game originality extends even to the music. In a time when most 32-Bit games employ cutting-edge-techno-rave-heavy-bass loops, Von Wolfsheid decided to go back—way back, in fact—by using classical music for the game. The amazing part is that the music fits in perfectly. "I wanted to introduce people to classical music. It's the perfect background music



because it makes you think," Von Wolfsheid said.

At the moment, a sequel to the game is in the design stages, although Von Wolfsheid declined to comment on any details. Instead, I asked the Return Fire guru himself what advice he'd give beginners.

"What piece of advice can I give them? I have to think about that." Von Wolfsheid's machine gun of a brain paused momentarily to reload. He finally decided to stress that while the One-player Mode is fun, it's not the game's end goal. Rather, it's the beginning.

"What I suggest people to do is play entirely through the one-player game with the idea that you're becoming good enough with the vehicle, honed enough, so when you're in a two-player game you offer yourself as a challenging opponent," he said. "You will then move to a new level of understanding of the game," he promised.

"The actual goal here is to beat another player, not beat the computer. Most games are designed, 'Can you get to level 10?' Who cares! I don't care if you can beat the computer. Anyone can beat the computer, or I can make the computer complex enough so you'll never beat it. And that's not fun." ●





# STRATEGY X-TRA

## THE ARSENAL

There are four means of attack to choose from in Return Fire. Each one is specialized to a certain area. You are only allotted a maximum of three of each to start, so use them wisely.

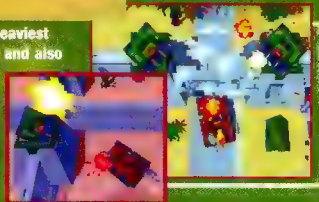
### HELICOPTER

Use the helicopter to scout out the area and determine which Flag Tower is the correct one. It is also the only vehicle that can destroy mines.



### ASV

The ASV is the heaviest armored vehicle and also the slowest. Its devastating fire power makes it perfect for destroying anything that it may encounter.



### TANK

The most practical of your weapons, the tank has good speed and is armed with a rotating turret. Use it to strafe enemy towers and clear the way to victory.



### HUMVEE

Simply put, this is your only means of flag retrieval. The Humvee is armed with a handful of grenades and also can go through water.








## RETURN FIRE



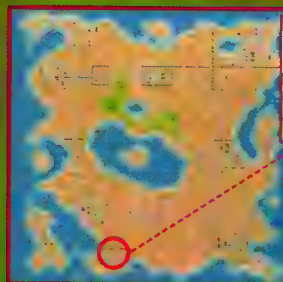
**F**or games like this, you need to be observant and imaginative. Above all else, you have to learn to listen. First item to know—after searching for the flag, it is necessary to destroy at least half of the enemy Flag Towers before the flag becomes retrievable. This is a little bit of common sense that you should know the hardest and/or the most important tower first and your choppers. Then proceed to destroy the main tower with the chopper. Once this is accomplished, your next job is to take your time to place a bomb on the flag tower. It is the tank's turret swinging slowly. Above all else, **DON'T BE A HERO!** Take your time trekking through the thick, the more slowly you are, the better it is.

### FACT FILE • FACT FILE • FACT FILE

-  **THEME**  
Action/Strategy
-  **NUMBER OF PLAYERS**  
1 or 2
-  **NUMBER OF LEVELS**  
100+
-  **CHALLENGE**  
Variable
-  **PUBLISHER**  
Time Warner

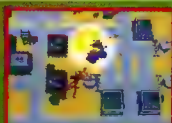


# RETURN FIRE



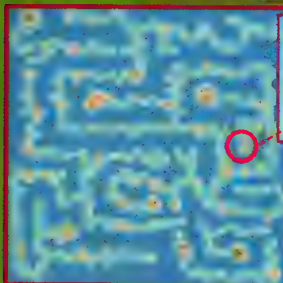
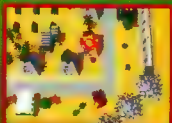
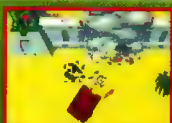
## TIER TEN MURTS DONUT

Similar to Ol' Man River, you must first destroy the Flag Towers on the West Coast. The road that leads north and then east is obstructed by two turrets and a slew of turrets. Take them out by hitting the generator and running up the coast line. Take out the one in the southeast corner with your helicopter and finish it by hitting the final turret to the south.



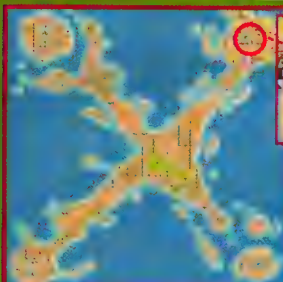
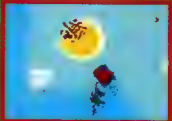
## TIER ELEVEN NO GAS UP

This level will come as a bit of a shock when you first see it. Head up to the east and knock out the first barricade of turrets that stand in your way. The flag is surrounded by a ton of turrets, so fly your helicopter over them and let them destroy one another. Once you have sufficiently weakened the fort, send up your tank to make way for the Hummers to nab the flag.



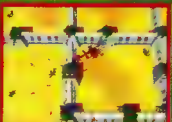
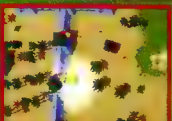
## TIER TWELVE DEAD END

Dead End tends to be fairly time-consuming. You will want to destroy the four Flag Towers in the southern half of the level first. The long road to the northwest will take care of the two remaining Flag Towers. Follow the routes with the most islands to get there quickly or you may get picked off by the turrets. The flag is on an island to the east of your home base.



## TIER THIRTEEN X-FACTOR

Begin by removing the Flag Towers in the top left and bottom right. The helicopter is the best means of doing this. Then head to the southwest and blast the tower there. Follow the coast down and try not to dilly dally or you'll be toast. To finish off the level, work your way to the upper-right region and uncover the flag. There are a ton of turrets to clear first.

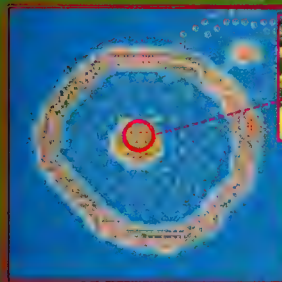
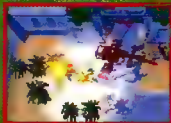


# STRATEGY X-TRA



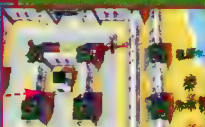
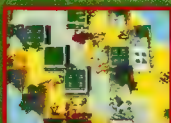
## TIER FOURTEEN UP A CREEK

Destroy the three Flag Towers to the north and then set your sights on the remaining tower. The best plan of attack here is to strafe the outer wall with your tank. The game will do most of the work for you by blowing each other up, so just keep moving. Use the same procedure for the second set of turrets. You should have no problem grabbing the flag now.



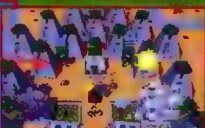
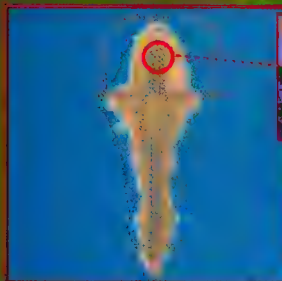
## TIER FIFTEEN TREASURE ISLAND

Travel around the top of the island, the bottom route is only for the mentally insane. Strafing is the key here, so stick to the outside and fire away. Once you have cleared a sufficiently safe path for your Humvee to follow, head out to the center island and uncover the flag. The key to this level is to keep moving and let the turrets dispose of one another.



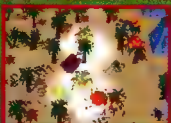
## TIER SIXTEEN OLIVER'S TWIST

With only one Flag Tower you might think that this one would be easy. Wrong. Either take a long route through the winding islands and past a slew of turrets or head straight north with your chopper. You will need to be pretty handy with the helicopter if you go by air. If you are successful, just send the Humvee up in amphibious mode to bring home the prize.



## TIER SEVENTEEN GAUNTLET

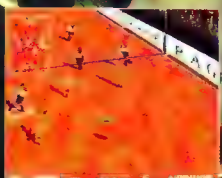
There is only one Flag Tower to find on this level, but you must run the Gauntlet to reach it. You will start out in the center of enemy fire, so get moving quickly. Use the ASV to take out the row of turrets that block your path. The majority of the turrets will take each other out and you can then clean up the strays with your tanks. At last the flag is yours.



# HEADING FOR PLAYSTATION!



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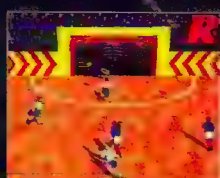
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## STRIKER 96™



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# STRATEGY X-TRA



**Y**ou've seen the blockbuster series on the silver screen, now play the game. Alien Trilogy takes you to the alien world where similar events to the movies take place. As you progress through the levels, the story unfolds to the very end where Ripley must do battle with the Queen herself.

Alien Trilogy is a vast

game with endless running corridors and hidden secrets throughout. Looking through the eyes of Ripley, you'll discover the secrets of the complex. You will also carry vital items and the firepower of a marine (along with your survival skills) throughout your adventure. As you venture on, remember that you are both the hunter and the hunted.

## ALIEN TRILOGY

### PRIMARY ITEMS

Throughout the game there are crates that you can easily break with your Automatic Pistol. It's in these that you'll find extra ammunition for your weapons, as well as health-replenishing items. Beware: Some of the crates hold Face Huggers that will immediately attack upon impact.



FACT FILE • FACT FILE • FACT FILE

**THEME**  
3-D Shooter

**NUMBER OF PLAYERS**  
1

**NUMBER OF LEVELS**  
35

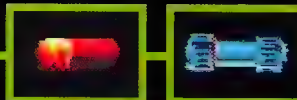
**CHALLENGE**  
Variable

**PUBLISHER**  
Acclaim

### AVOID ACID SPRAYS



Avoiding the acid that the aliens squirt out while shooting them will be impossible. The worst weapon to use against the aliens is the flamethrower which normally creates bursts of acid. Try not to shoot the aliens too close and you might be able to avoid their acid.



#### SHOULDER LAMP

Illuminates your path but will attract aliens toward you.

#### 9MM PISTOL

Your last resort for offense. Weak, but you can't run out of ammo.

#### SHOTGUN

Can take out enemies more easily with its spread of buckshots.

#### FLAMETHROWER

Can roast smaller aliens but not as effective on the big boys.

#### PULSE RIFLE

Twice the Van Damage with a rifle and a grenade launcher.

#### SMART GUN

You can't find a more powerful weapon than this baby.

#### BATTERIES

Enables you to access hidden doors and activate lifts.

#### AUTO MAPPER

Shows you a detailed map of the entire level (doors, secrets, etc.).



# ALIEN TRILOGY



## BARRELS OF FUN

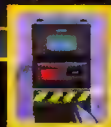
Blowing up barrels can be both an advantage and a disadvantage. You can get rid of the barrels when aliens happen to be in the vicinity. But be careful taking them out. You must be a safe distance away as the flammable containers can hit you too.



Lure aliens close to the barrels and let the flammable containers do the damage.



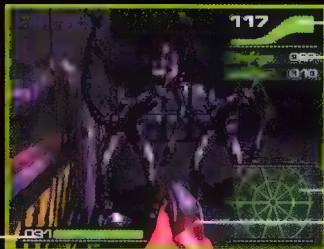
## SWITCHES & HIDDEN ROOMS



Switches can be tricky. Experiment with the

switches as certain doors will open somewhere in the distance. Some doors will only open once, so be quick in choosing the right door or you might find yourself trapped.

## AMMO REMAINING



## LIFE (ENERGY)

### SECONDARY WEAPONS & ITEMS

### RADAR DISPLAY

### CURRENT WEAPON

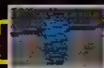
## THE BIG WINDOW

The first-person perspective view is your eyes on this alien world. As you progress you'll pick up items and weapons that will be monitored on this display. Pay close attention to the radar for enemy life-forms as well as more ammo, life, secondary weapons and items' counters.



## SECONDARY ITEMS

As mentioned in the Primary Items category, you can find health-replenishing items inside crates. But there are other ways to find useful items. Medical Kits, Derm Patches and Seismic Charges can easily be seen laying around in the corridors. As for the other items, you may have to find secret walls or doors leading you inside isolated rooms full of pickups as well as aliens.



### SEISMIC CHARGES

Can damage aliens and destroy walls.



### BODY ARMOR

This armor will provide you with 200 armor pts.



### ACID VEST

This armor can shield 100 armor points.



### ACID BOOTS

Allow you to walk on acid temporarily.



### ADRENALINE PACK

Maximizes your health with 200% energy.



### NIGHT VISION GOGGLES

Better than the Shoulder Lamp (temporarily).

P.S.X. 69



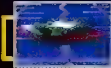
### HYPACK

100% of energy and 20 sec. of invulnerability.



### MEDICAL KIT

Will replenish your energy bar by 20%.



### DERM PATCHES

These will give you an extra 1% on health.



# STRATEGY X-TRA

## NOT SO FRIENDLY ALIENS

These aliens are your primary targets on this world. As you encounter them, experiment with your arsenal by shooting them from a distance and checking which weapon is best to use. The early Face Huggers and Chest Busters can be shot with the 9mm. As for the others, start with your shotgun and work your way up on the weapons' roster.



Face Hugger



Chest Busters



Warrior Alien



Young Dog Alien



Adult Dog Alien

### The "Queen"

On all of the last levels of each section awaits a Queen. As you enter these musty chambers, you'll come across cocoons and several Face Huggers. When you first see the Queen, she's attached to her egg sack. As you fire at her she will detach herself and protect her eggs.



## AND NOT SO FRIENDLY FRIENDS

In the early stages of the game you'll encounter several infected Security Guards and Company Soldiers who can be easily taken out with your Shotgun or Pulse Rifle. The Company Synthetics and Alien Handler are a bit tougher as they can fire their Smart Guns and Pulse Rifle, as well as their Grenade Launchers with no hesitation.



Security Guard



Company Soldier



Company Synthetic



Alien Handler

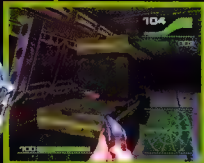


### Incoming data transfer

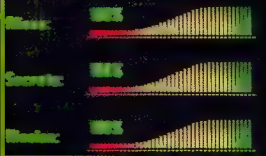
We believe the original xenomorph infection came from within this derelict Gornship. We must investigate the area to find the origin of the xenomorph on this planet. We'll use the bio-mechanical lifts and climb our way to the main Pilot's Chamber so that we may enter freely and remove the corpses for testing and subsequent destruction.

At the beginning of every level you'll be given a detailed mission that you have to accomplish. In the end, a Mission Assessment will decide whether you can advance to the next level or do the same level again. Do well and enter a bonus stage.

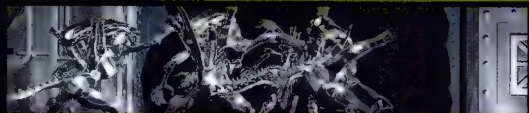
## MISSION BRIEFINGS



### MISSION ASSESSMENT



If you do well on your mission you'll be rewarded with a bonus stage where you can collect ammo or health icons.



# ALIEN TRILOGY

## LV426 COLONY COMPLEX: 12 Levels (including bonus levels)

The first section takes us to the colony's complex. Here your mission is fairly straightforward. Clear out certain obstacles or get rid of the inhabitants (Aliens) that lurk within the corridors. Later on in the mission you'll encounter Synthetics guarding the cocoons. Face Huggers and Chest Busters are easy to kill with the 9mm. Keep in mind that you don't have the Smart Gun here. Conserve your Pulse Rifle ammo for the later levels.



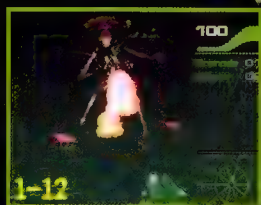
Act fast when activating switches. Some of the doors and lifts here only open once.



If you don't have any goggles, take out the shoulder lamp and activate the light before you venture into these rooms.



Upon reaching the cocoon section you'll need to react quickly. Destroy the cocoons before they hatch while looking out for Warrior Aliens nearby. Don't stay too long on the fiery platforms looking for items (Acid Vest, ammo, health icon) or you will sustain major damage to your armor and energy.

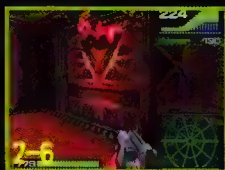


The best way to deal with this mother is to unload your grenades and fire your Pulse Rifle. As she nears, run backward and repeat the whole sequence.

# STRATEGY X-TRA

## PRISON: 10 Levels (including bonus levels)

The second chapter of Alien Trilogy takes us to the prison planet. The only habitants on this planet are the prisoners until Ripley crashes nearby, not knowing Aliens are also present on her ship. As you enter the complex you'll encounter the first Company Soldiers and Dog Aliens. Further on in the levels you'll confront the Alien Handlers firing Pulse Rifles. Here investigate every room for possible secret corridors or energy caches.



**Dealing with the Adult Dog Aliens** can be tough if you don't have the Smart Gun. You'll find these nasties hanging from the ceiling or walking on the ground. The only way to shoot at the ones hanging on the ceiling is with the Smart Gun.



Lots of steam and gas valves in this section. To pass some areas you have to find the switch to close a certain valve or you can just walk through and sustain major damage. Level 4 consists of many hidden rooms. Use your Seismic Charges or Grenades to break through the many hidden walls.



As a reminder, Company Soldiers will immediately fire as you come into contact with them. Use your Pulse Rifle, but remember to keep your distance.

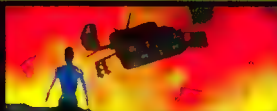


Putting holes in the Queen can be easier if you have the Smart Gun. It also makes her keep her distance from you.



As with the first Queen, attack with Grenades and Seismic Charges while she's attached to her sack.





# ALIEN TRILOGY

## DERELICT SPACESHIP: 13 Levels (including bonus levels)

This is the final chapter of Alien Trilogy. As you begin you'll enter the Main Chamber. Be on your toes as aliens (especially Adult Dog Aliens) will come and surround you. Watch out for the Synthetics and Alien Handlers here. Plus, watch your step. Many trap doors will lead to open rooms where bloodthirsty aliens await. Break out your Smart Gun. You'll need it. Conserving your ammo in this section is your key to survival.



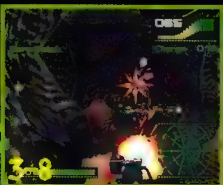
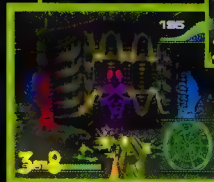
In the early levels of this section you'll encounter a horde of Dog Xenomorphs. Watch out for false walls where they can enter and ambush you from behind.



The Alien Handlers are here to protect the cocoons. When you encounter these soldiers, take out your Pulse Rifle and fire without hesitation. They'll fire their rifles at the first sight of you. If you're too slow, they'll cut your health by launching grenades and firing their rifles at the same time. Take your time checking around corners.



There are a total of seven rooms in this chamber which hold useful items as well as several aliens in each. Open one door at a time.



## The Mother of All Mothers



Attack the Queen with the same tactics as the previous ones and she shouldn't be a problem.



This is where everything all started, the last and nastiest Queen around. As you enter the chamber you'll have to remove the cocoons and a number of Face Huggers crawling around. There are corridors here where you can collect a Body

Suit, some health icons, and ammunition for your weapons. If you've followed how to destroy the Queen in the other sections, you won't have difficulties at all. Remember: Don't stay in one spot.

# STRATEGY X-TRA

FACT FILE • FACT FILE

THEME	3-D Shooter
NUMBER OF PLAYERS	1
NUMBER OF LEVELS	59
CHALLENGE	Variable
PUBLISHER	Williams

## DOOM

### THE SECRET LEVELS!

**H**owdy hi, fellow Doomers! Welcome to *P.S.X.*'s very own Doom: The Secret Levels! Strategy X-Tra. Inside the next three pages, you'll find helpful maps to all five secret levels, showing you where all the important items are, such as high-tech weaponry (or for that matter, low-tech weaponry), keycards of assorted varieties and any major teleport pads you need to know about. Also included is a brief description of where to find the entrances to these secret levels. Some are easy to get to. Others...well, no. Anyway, have fun blasting the evil forces you face back into hell!

For those of you with weak stomachs and/or hearts, here are some codes to help you on your journey:

#### GOD CODE:

Down, L2, S, R1, Right, L1, Left, O.

#### HAPPY WEAPONS CODE:

X, Triangle, L1, Up, Down, R2, Left, Left.

#### ALL MAP:

Triangle, Triangle, L2, R2, L2, R2, R1, S.

#### ALL MAP (ALL ITEMS):

Triangle, Triangle, L2, R2, L2, R2, R1, O.

#### READY ARMED:

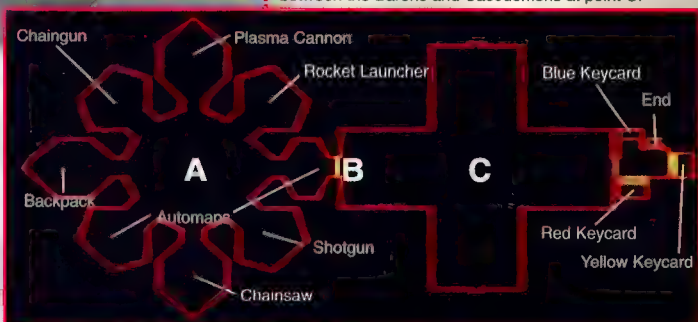
L1, R2, L2, R1, Right, Triangle, X, Right.

#### LEVEL SELECT:

Right, Left, R2, R1, Triangle, L1, O, X.

### L 55: Fortress of Mystery

The secret to beating this level with a minimum number of shots fired (around 120 plasma total) is to get the Barons of Hell to fight the Cacodemons. When you start the level (point A), you'll be facing directly north. Take a step back to get the Mega Armor, then run north, snag the plasma cannon and run through the door at point B. Afterward, it's a simple matter of setting up a crossfire between the Barons and Cacodemons at point C.



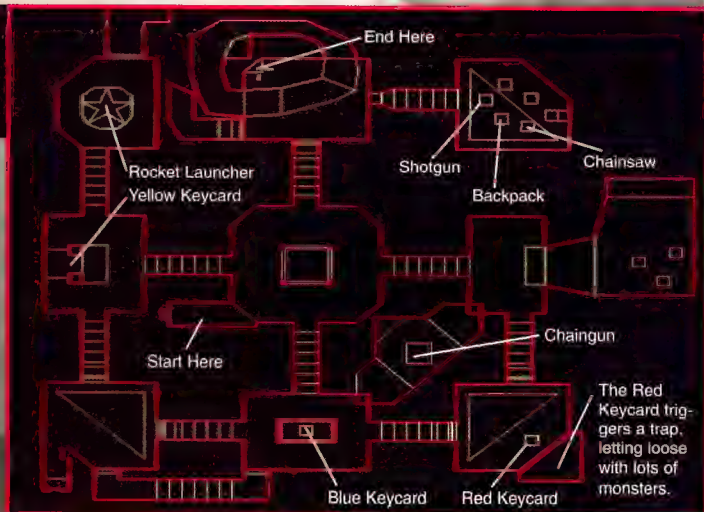
Even if you start off only carrying the pistol, this level should pose no problem. Almost every weapon is available for you to pick up.

### How do I get to the Fortress of Mystery?



The entrance to the Fortress of Mystery lies on level 15. The transporter on the map will teleport you to the little room off by itself. Stepping on the floor switch in that room raises a wall to the left of the teleporter. Behind that wall is the switch to the Fortress of Mystery.





**So how do I get to the Military Base?**



Getting to the Military Base is a bit trickier than usual. While crawling around in one of the sewers, you'll come across a switch. Throw it, and a bridge will appear over the pool of ooze at the beginning of the level. Past that bridge is the secret entrance.

## L 56: Military Base

## L58: The Marshes

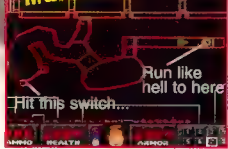
When you start off, lob a rocket into the conglomeration of Imps milling about in the little cubicle directly in front of you. A barrel is located there, and when it goes off, the Imps really go flying. Otherwise, there is no real trick for beating this level; you simply must go through the motions here and kill everything in sight. Overall, it's slightly harder than your average, run-of-the-mill Doom level, but there is nothing too incredibly difficult here.

This is, by far, the easiest of the secret levels—the only thing you have to do in the Marshes is kill the Cyberdemon.



Stepping on the star will raise a wall, releasing a plethora of demons.

**Where are those Marshes?**



A hidden corridor on L29 leads to the Marshes.



Control the light settings with these switches.

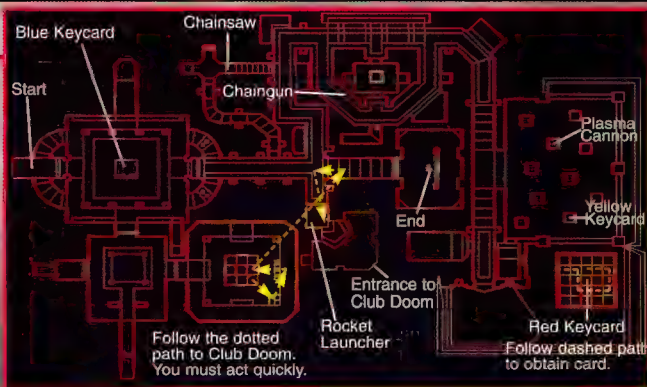


When the BFG goes off, the energy will rebound off the walls for a "combo" hit. You can kill the Cyberdemon with three shots this way.

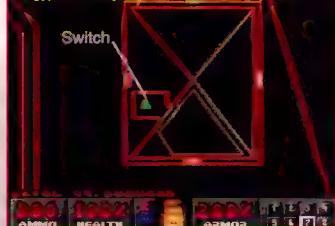
# STRATEGY X-TRA

## L 58: The Mansion

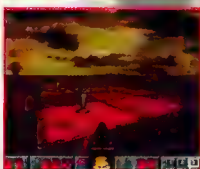
To get to Club Doom from the mansion, find the room with the moving teleporters. Located on the floor is a switch, hidden by a column. Activating the column reveals the hidden switch. Flip the switch, then immediately step backward to the teleporter. After warping, run forward to the teleporter in the center. At the end of the level, step back to fall off the ledge. Hang a right, and run into the darkened room. You'll find the entrance there. Speed is the key here!



## Mansion, here I come!



The entrance to the Mansion is located on L44, the Suburbs. It's easy to miss, because you can't even see the switch. Press against the far wall, and you'll hit it.



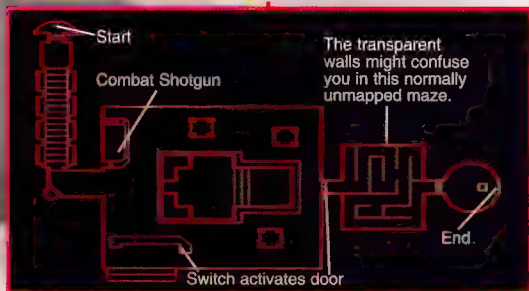
You have to follow the path exactly, because one false step will send you into a room with a floor covered in toxic ooze. You will lose 10 percent or more health every time you foul up, so be careful. It's not very difficult at all.



Located on all four sides of the central pillar are four teleporters. Jump the chasm to reach them. One of the teleports will take you to the exit.

## L 59: Club Doom

The Revenants and their pesky turn-on-a-dime homing missiles are the only troubles you'll have on this level. The only other thing that should give you a headache is the nauseating music.



Hey, even the minions of Satan need a place to unwind, right? Unfortunately, this isn't the place. The music is giving 'em a splitting headache. It's up to you to put them out of their misery. (Go for the BFG!)



Unless you use the All Map code, the actual pattern of the walls will remain unmarked on your automap. It's no big deal, however.

Put the  
**POWER**  
in your  
**HANDS**



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# TRICKS

## STREET FIGHTER ALPHA

### Hidden Characters Revealed

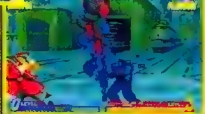
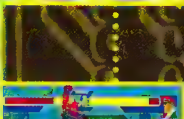
Just go to the Character Selection Screen, highlight the "?" and enter the following codes:

**To play as Akuma:** Press and hold L2. Hit LEFT, LEFT, LEFT, DOWN, DOWN, DOWN and (SQUARE+TRIANGLE).

**To play as Bison:** Press and hold L2. Hit LEFT, LEFT, DOWN, DOWN, LEFT, DOWN, DOWN and (SQUARE+TRIANGLE).

**To play as Dan:** Press and hold L2, R2 and SELECT. Then hit TRIANGLE, SQUARE, X, O, TRIANGLE.

**Note:** When entering codes for the second player, change the LEFT to RIGHT.



## DOOM

### Various Cheats

Just pause anywhere in the game and enter the codes below for several advantages. For God Mode press: DOWN, L2, S, R1, RIGHT, L1, LEFT, O. His eyes will glow if done correctly.

For Weapons Full press: X, TRI, L1, UP, DOWN, R2, LEFT, LEFT.

For Level Select press: RIGHT, LEFT, R2, R1, TRI, L1, O, X. Move RIGHT or LEFT for levels and any button (except START) to choose them.

For X-Ray Vision press: L1, R2, L2, R1, RIGHT, TRI, X, RIGHT.

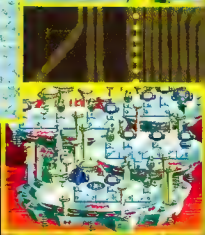
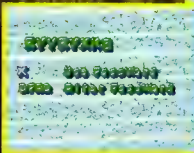
To View All Map press: TRI, TRI, L2, R2, L2, R2, R1, S.

To View Map (All Things) press: TRI, TRI, L2, R2, L2, R2, R1, O.

## GEX

### Get to Planet X

Normally, it would take quite a long time to master the bonus stages and acquire a remote for the coveted Planet X, but now you can get to it via a simple password! From the Title Screen, choose the Password option and enter the code: **RYRYRYXKB**. Go back to the Title Screen and choose "Start" to begin your game. You will now have access to all the stages in Planet X!



# AGILE WARRIOR F-111X

## Incredible Cheats

During any mission just press START to pause and enter the following codes as shown:

**Maximum Weapons:** LEFT, SQUARE (4X), UP, TRIANGLE (3X), RIGHT, CIRCLE, DOWN, X, R1 (4X), L1 (4X), R2 (4X), L2 (4X).

**Maximum Fuel and Armor:** LEFT, SQUARE (4X), UP, TRIANGLE (3X), RIGHT, CIRCLE, DOWN, X, TRIANGLE (3X), CIRCLE.

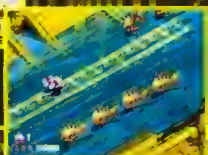
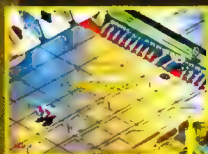
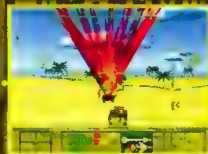
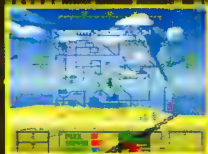
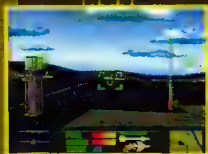
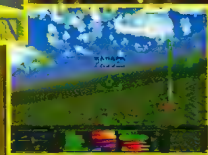
**Invincibility:** LEFT, TRIANGLE (4X), UP, TRIANGLE (3X), RIGHT, CIRCLE, DOWN, X, TRIANGLE (3X), SQUARE. Note: When using the Invincibility code, be sure to watch your fuel level. It does not compensate for it.

**B1 Airstrike:** LEFT, SQUARE button (4X), UP, TRIANGLE button (3X), RIGHT, CIRCLE, DOWN, X (6X).

**Mesh Fog Editor:** LEFT, SQUARE button (4X), UP, TRIANGLE button (3X), RIGHT, CIRCLE, DOWN, X, DOWN (3X), TRIANGLE button (3X).

**Overhead Map Transparency:** LEFT, SQUARE (4X), UP, TRIANGLE (3X), RIGHT, CIRCLE, DOWN, X, CIRCLE (5X).

**Hover Mode:** LEFT, SQUARE button (4X), UP, TRIANGLE button (3X), RIGHT, CIRCLE, DOWN, X, TRIANGLE (3X), X.



## VIEWPOINT

### Invincibility and Level Skip

Here are a couple of useful codes that will help out your game. Just enter them after pressing START to pause during your game.

**Invincibility:** SQUARE, SQUARE, CIRCLE, CIRCLE, TRIANGLE, X, SQUARE, UP, UP, DOWN, DOWN, L1, R1 and SELECT.

**Level Skip:** SQUARE, CIRCLE, TRIANGLE, RIGHT, LEFT, DOWN, R1, L2, R2 and L1.

# TRICKS

## of the trade

### WARHAWK

#### A-La-Mode

At the Access Code Screen enter the code: O, O, O, (space), X, TRIANGLE, X, X. Now press START and if done correctly, you should see "Warhawk A-La-Mode" at the bottom. Now, begin your game.

#### Infinite Weapons

Just enter the Special Access Screen and enter: TRIANGLE, TRIANGLE, CIRCLE, TRIANGLE, SQUARE, TRIANGLE, TRIANGLE and X. Infinite weapons should now be turned on for supreme firepower in your mission.

#### Thor and Kali Mode

To access two new modes, go to the Main Menu Screen. Move down and highlight the words, "Special Access." Enter the code screen and put in SQUARE, CIRCLE, SQUARE, SQUARE, TRIANGLE, X, TRIANGLE, TRIANGLE for Thor Mode which will give you 9999 Flash Bombs. Enter X, CIRCLE, CIRCLE, SQUARE, X, TRIANGLE, CIRCLE, TRIANGLE for Kali Mode which will give you 8 Ultra Lock-Ons and 24 Super Swarms!

#### Various Other Tricks

The following codes are to be entered at the Access Code Screen. Press START after entering the code to view the cheat.  
To Preview Epilogue Text enter: S, S, (space), O, S, X, S, TRIANGLE.  
To Check Special Upgrades enter: S, (space), O, S, TRIANGLE, X, X, S.  
To Preview Movies enter: TRIANGLE, X, (space), O, O, X, TRIANGLE, S.

#### Level Passwords

Here are the level codes to access the beginning of each stage for Warhawk. At the Access Code Screen, enter the following codes:

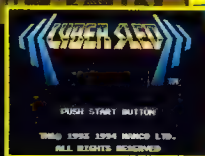
- Level 2: Canyon** - CIRCLE, TRIANGLE, TRIANGLE, X, CIRCLE, CIRCLE, SQUARE, CIRCLE.
- Level 3: Airship** - X, TRI, X, SQUARE, SQUARE, TRI, SQUARE, TRI.
- Level 4: Volcano** - SQUARE, TRIANGLE, X, X, X, TRIANGLE, CIRCLE, SQUARE.
- Level 5: Gauntlet** - TRI, CIRCLE, TRI, CIRCLE, TRI, X, SQUARE, SQUARE.
- Level 6: Stormland** - TRIANGLE, X, TRIANGLE, SQUARE, CIRCLE, X, CIRCLE, CIRCLE.



# CYBERSLED

## More Sleds

To do this trick, you must wait for the opening cinema to pass. When the Title Screen appears with the words, "Press Start Button," take the controller and press UP, LEFT, DOWN, RIGHT, UP, TRIANGLE, UP, RIGHT, DOWN, LEFT, UP, CIRCLE. You'll hear a faint explosion. When you go to the Sled Selection Screen, move all the way to the right and you can access more sleds!



# THE RAIDEN PROJECT

## Mission Select and 16 Credits

**Mission Select:** Go into the Settings Menu, then into the Difficulty Menu. Hold down R1, R2, L1, L2 and press START.

**16 Credits:** Using the second controller, set your credit limit to nine and start your game. Then, when the ship is launching off, hit START on controller one. Let the second controller ship blow up then look at your newly acquired credits by pausing the game.



# THEME PARK

## Unlimited Money

This trick will allow you to cheat and acquire an unlimited amount of money to build anything you want in your park! When the game asks for your nickname, put in the word BOVINE. Choose the checkmark to exit. Now choose the rest of your options and then start your park. At the Park Screen (where you see the entrance) press and hold the SQUARE, X and CIRCLE buttons. The noise you hear is your money increasing. You will also have access to all rides and features!



# TRICKS

## of the trade

### RAYMAN

#### 99 Lives, Last Boss, All Electroons

Here is an easy way to get all the powers of the game and start at the ending stage of the game. This incredible code will enable you to fight the last Boss, Mr. Dark, with 99 men, plus all the Electroons are found! The password is:

**942KV3W9XD**

ENTER PASSWORD

942KV3W9XD

OK

X : VALIDATE PASSWORD

CANDY CHATEAU



99



### GEX

#### Invincibility and Power-Ups

Enter the following codes for instant power-ups. Just pause the game and hold R1 when entering the power-up codes.

For Infinite lives press: UP, CIRCLE, TRI, DOWN, RIGHT, SQUARE, DOWN.

For Fireballs press: X, UP, RIGHT, UP, RIGHT, RIGHT.

For Iceballs press: CIRCLE, CIRCLE, LEFT, DOWN, CIRCLE, UP, RIGHT.

For Electricity press: RIGHT, LEFT, RIGHT, CIRCLE, TRI, RIGHT, CIRCLE, DOWN, RIGHT.

For Instant Speed press: DOWN, START, RIGHT, RIGHT, DOWN, UP, START.

For Super Jump press: X, CIRCLE, UP, UP, DOWN, RIGHT, RIGHT.

For Invincibility press: X, SQUARE, DOWN, DOWN, UP, DOWN, RIGHT.

### DESTRUCTION DERBY

#### Secret Stage and Invincibility

Enter the following codes at the screen where they ask for the driver's name. After entering the Championship Mode under any race selection (except Time Trials), put in the name: REFLECT! and then choose the Time Trials race. When you're back at the menu, go to the Track Choice Option and move LEFT once. This will give you a hidden level called "Ruined Monastery" that is rather scenic to drive through. The other code will give your car Invincibility. Just enter the Driver's name as: !DAMAGE! then exit to begin your race. Try this out in "The Bowl" and watch the others fall apart to pieces!

Destruction derby

Race Practice

Championship

Multi-Player

Other Options

Destruction derby

Driver 1 enter your name:

!DAMAGE!

OK

ruined monastery

?

OK



## JUST BECAUSE YOU HAVE TO GO TO YOUR ROOM DOESN'T MEAN YOU HAVE TO STAY THERE.



**INTRODUCING THE**  
PERFECT REASON TO GET  
THE PARENTAL UNITS TO  
BANISH YOU FROM THE  
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ROOM IN

YOUR HOUSE INTO A VIRTUAL  
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INTENSITY. TOTAL GAMING.  
SO, WHAT ARE YA WAITING  
FOR? GO TO YOUR ROOM!



**YOU HAVEN'T SEEN THIS BEFORE™**

GO TO YOUR NEAREST



OR CONTACT VIRTUAL i-O AT 1-800-646-3759 OR <http://www.vio.com>.

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**"HOT GAME"**

- US News and World Report

**"THE GRAPHICS ARE AMAZING...  
FANS WILL BE IN JOY STICK  
HEAVEN."**

- Computer Gaming World

**"THE HIVE IS WHAT REBEL  
ASSAULT SHOULD HAVE BEEN...  
AGGRESSIVELY ORIGINAL...  
GROUND BREAKING..."**

- Strategy Plus



As agents for the Galactic Federation, you and your partner, Ginger, had been given an assignment to infiltrate NoirDyne, a sinister corporation which has reactivated a once abandoned bioweapons production facility: The Hive. ▲ Something went terribly wrong... your cover is blown and now the chase is on. ▲ With the help of Ginger's brief data loads, you must battle your way through scores of enemy fighters, ferocious ground troops, menacing robot weapons, and the deadly alien Hivasects. ▲ Awesome action/arcade game play and killer graphics that will blow you away! ▲ 16 bit stereo sound. ▲ 20 pulse-pounding interactive scenes. ▲ Two game play styles... gut-wrenching action sequences combined with never-before-seen Panoractive™ game play that puts you in the middle of the action. ▲ Download our free Windows® 95 demo from <http://www.trimarkint.com> or from Trimark's folder on CompuServe's Game Publishers Forum "B".

**FREE DEMO**



**THE HIVE™**



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